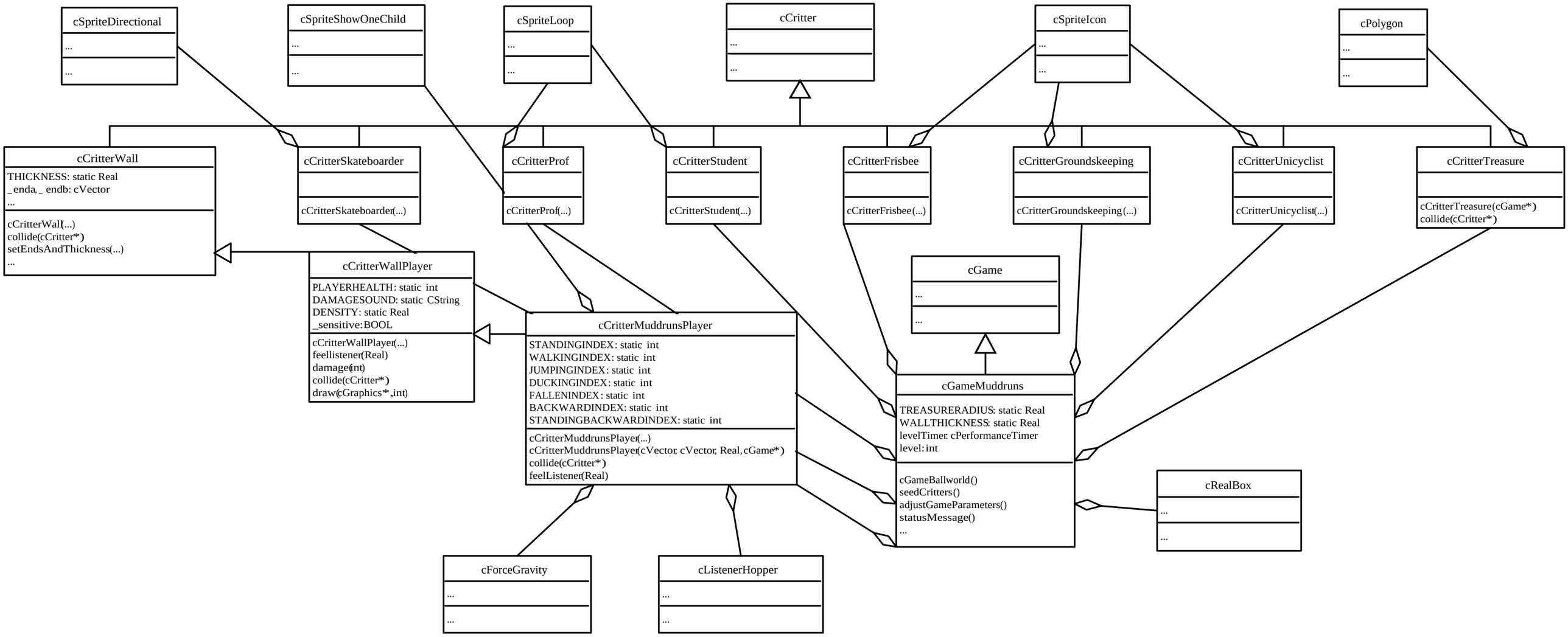
cSpriteDirectional
...
...
cSpriteShowOneChild
...
...
cSpriteLoop
...
...
cCritter
...
...
cSpriteIcon
...
...
cPolygon
...
...
cCritterWall
THICKNESS: static Real
_enda, _endb: cVector
...
cCritterWall(...)
collide(cCritter*)
setEndsAndThickness(...)
...
cCritterSkateboarder
cCritterSkateboarder(...)
cCritterProf
cCritterProf(...)
cCritterStudent
cCritterStudent(...)
cCritterFrisbee
cCritterFrisbee(...)
cCritterGroundskeeping
cCritterGroundskeeping(...)
cCritterUnicyclist
cCritterUnicyclist(...)
cCritterTreasure
cCritterTreasure(cGame*)
collide(cCritter*)
cCritterWallPlayer
PLAYERHEALTH: static int
DAMAGESOUND: static CString
DENSITY: static Real
_sensitive: BOOL
cCritterWallPlayer(...)
feellistener(Real)
damage(int)
collide(cCritter*)
draw(cGraphics*, int)
cCritterMuddrunsPlayer
STANDINGINDEX: static int
WALKINGINDEX: static int
JUMPINGINDEX: static int
DUCKINGINDEX: static int
FALLENINDEX: static int
BACKWARDINDEX: static int
STANDINGBACKWARDINDEX: static int
cCritterMuddrunsPlayer(...)
cCritterMuddrunsPlayer(cVector, cVector, Real, cGame*)
collide(cCritter*)
feelListener(Real)
cGame
...
...
cGameMuddruns
TREASURERADIUS: static Real
WALLTHICKNESS: static Real
levelTimer: cPerformanceTimer
level: int
cGameBallworld()
seedCritters()
adjustGameParameters()
statusMessage()
...
cRealBox
...
...
cForceGravity
...
...
cListenerHopper
...
...