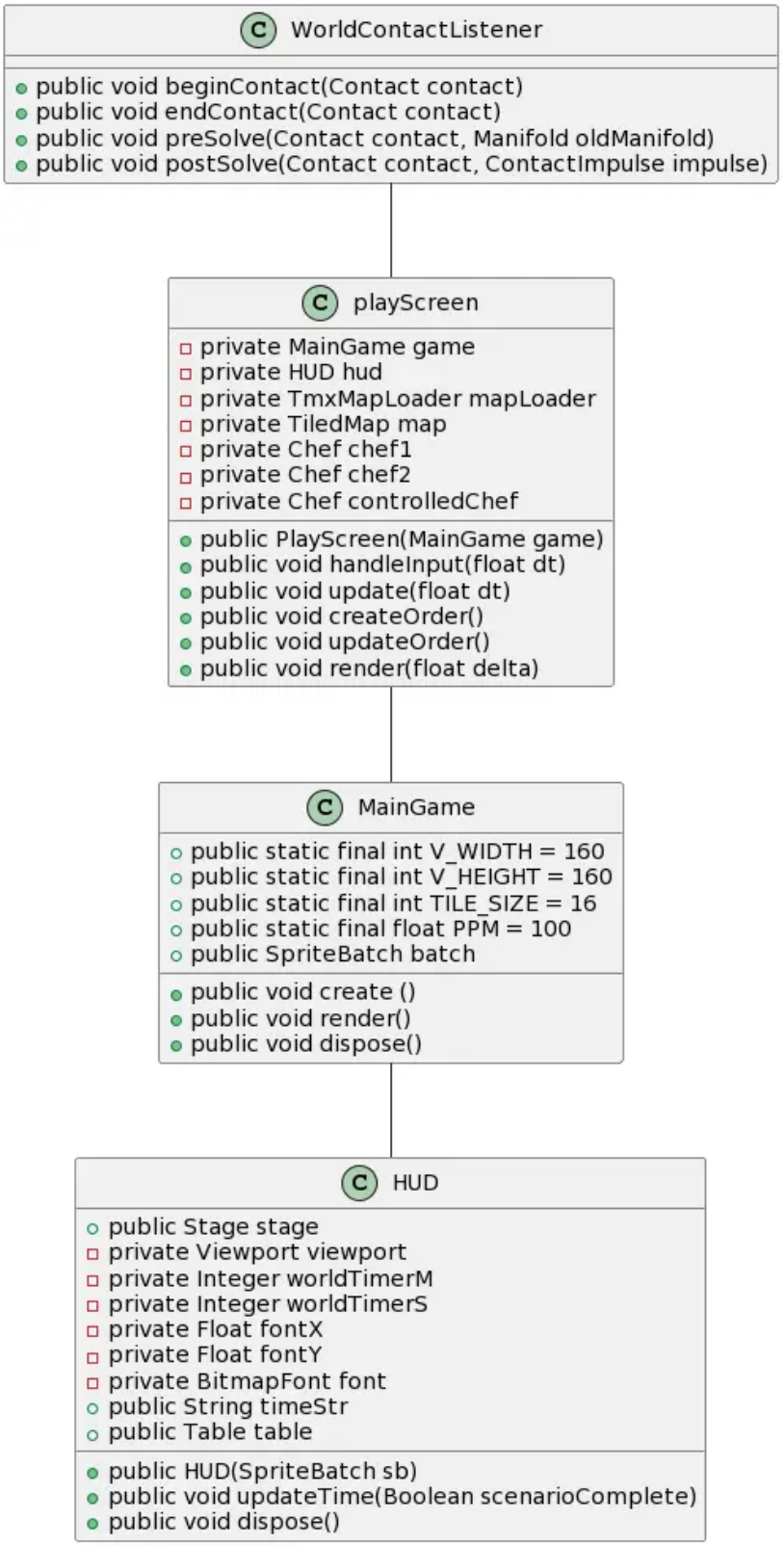
HUD Class:


WorldContactListener
public void beginContact(Contact contact)
public void endContact(Contact contact)
public void preSolve(Contact contact, Manifold oldManifold)
public void postSolve(Contact contact, ContactImpulse impulse)
playScreen
private MainGame game
private HUD hud
private TmxMapLoader mapLoader
private TiledMap map
private Chef chef1
private Chef chef2
private Chef controlledChef
public PlayScreen(MainGame game)
public void handleInput(float dt)
public void update(float dt)
public void createOrder()
public void updateOrder()
public void render(float delta)
MainGame
public static final int V_WIDTH = 160
public static final int V_HEIGHT = 160
public static final int TILE_SIZE = 16
public static final float PPM = 100
public SpriteBatch batch
public void create ()
public void render()
public void dispose()
HUD
public Stage stage
private Viewport viewport
private Integer worldTimerM
private Integer worldTimerS
private Float fontX
private Float fontY
private BitmapFont font
public String timeStr
public Table table
public HUD(SpriteBatch sb)
public void updateTime(Boolean scenarioComplete)
public void dispose()