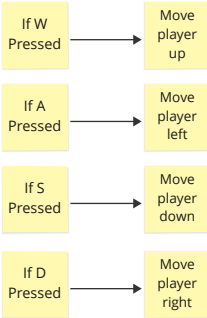
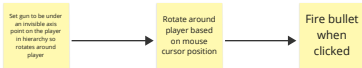


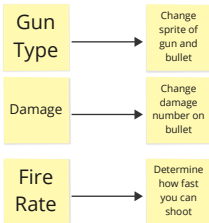
## Player



## Gun



## UI



## Bullet

Travel in direction of mouse cursor, spawns from the gun

## Dummy

