

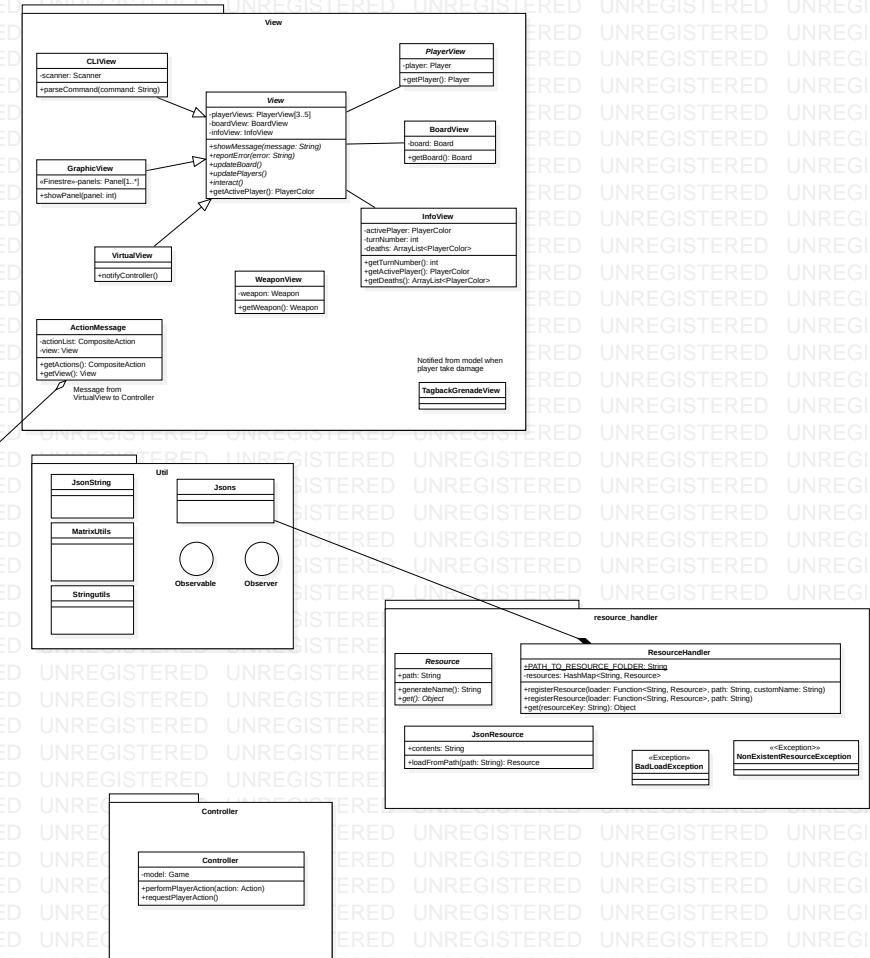
Work in progress, need to add many messages from model to view and link them to correct classes

PlayerDamagedMessage

Player

Player()

Object



Actually not used but
stashed just in case

