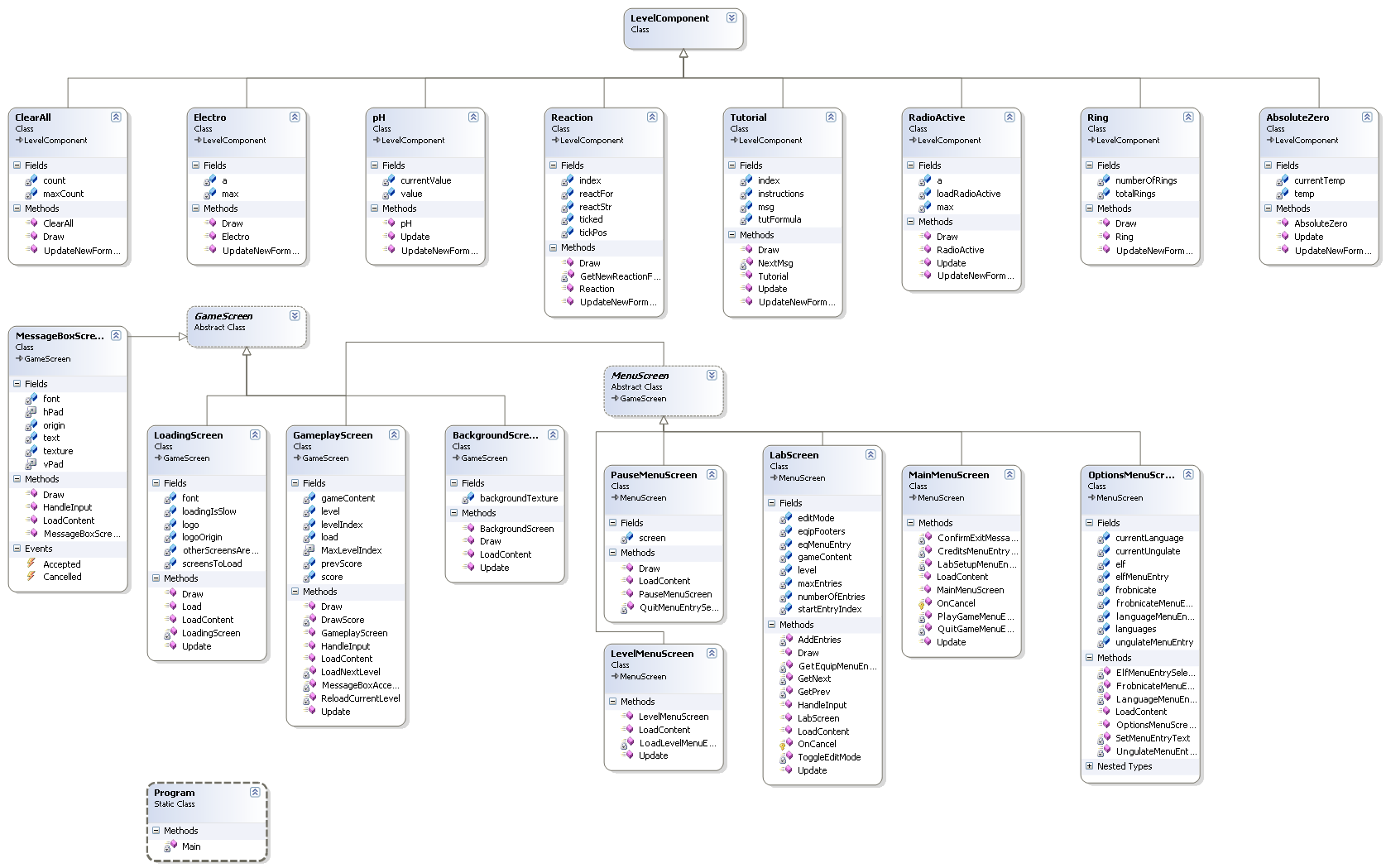
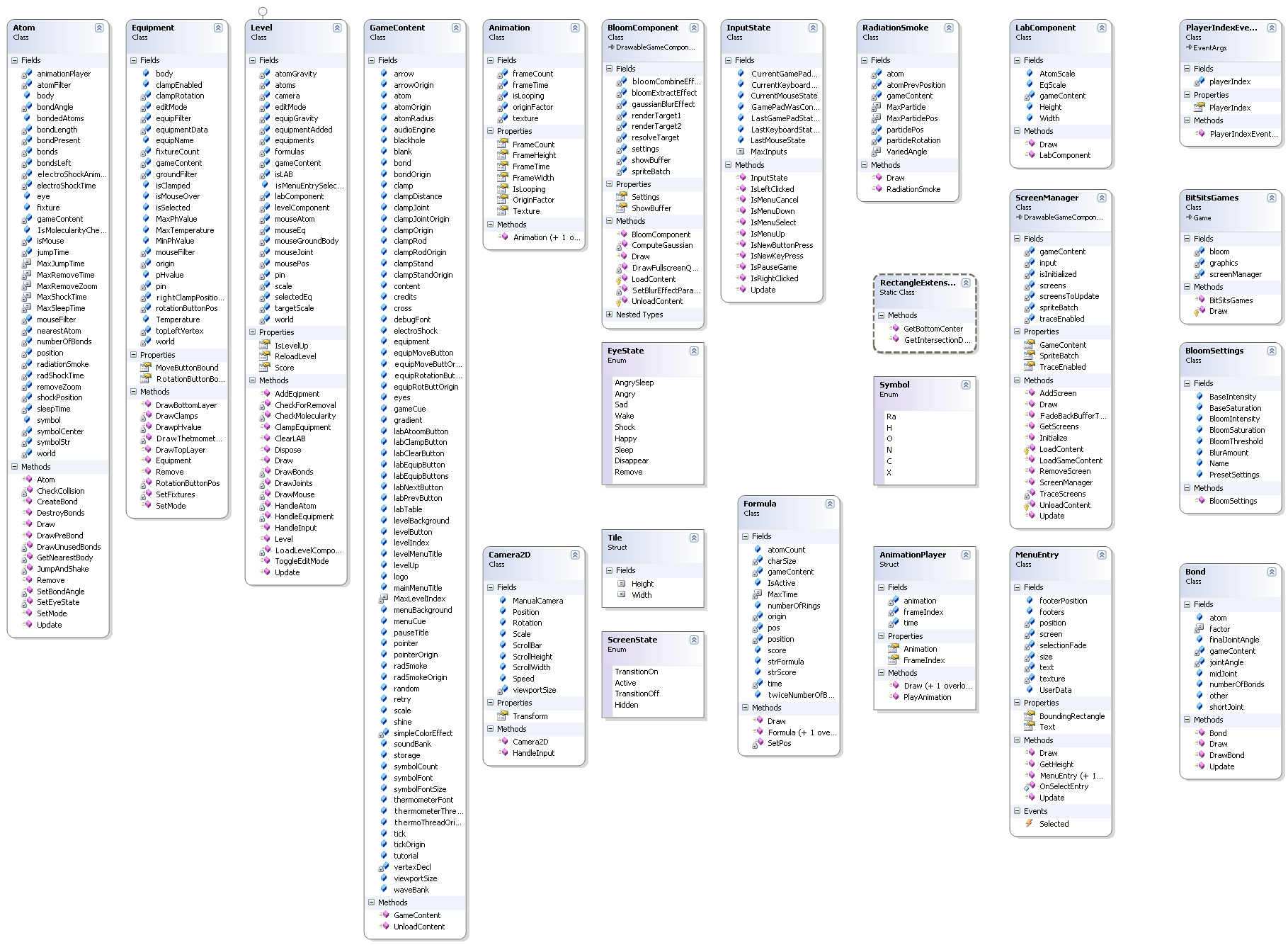
Class Diagram of namespace **BitSits\_Framework**

Class Diagram of namespace **BitSits\_Framework (cont.)**



Class Diagram of namespace **GameDataLibrary**

