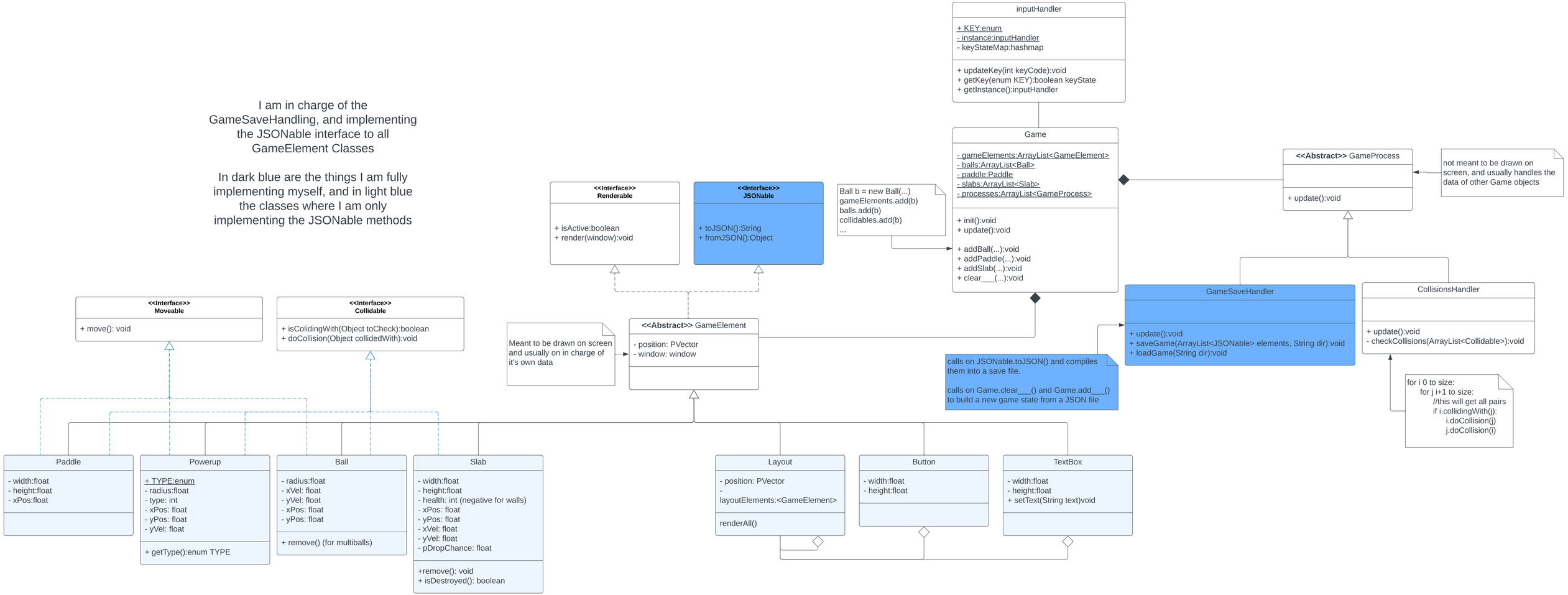
I am in charge of the GameSaveHandling, and implementing the JSONable interface to all GameElement Classes

In dark blue are the things I am fully implementing myself, and in light blue the classes where I am only implementing the JSONable methods