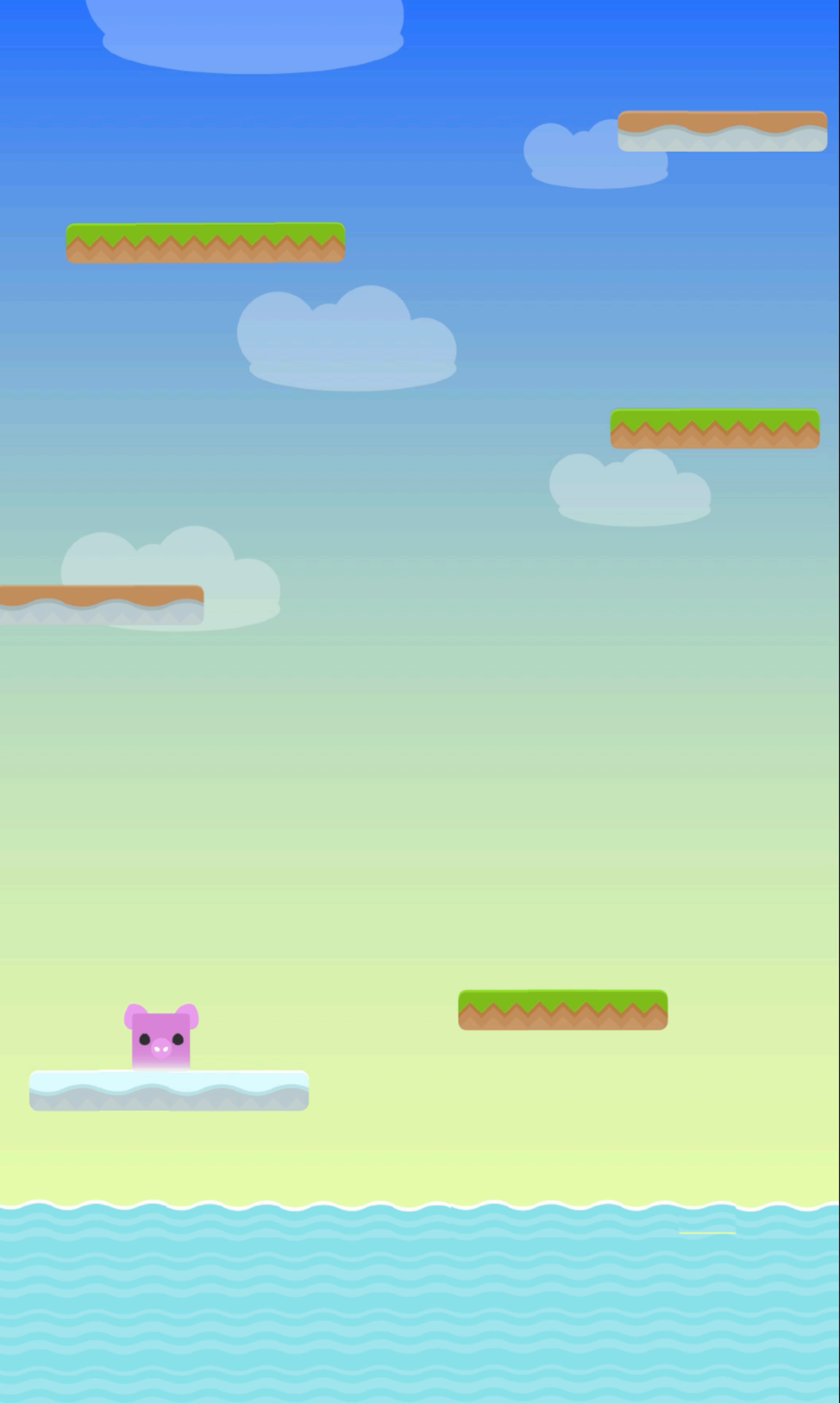
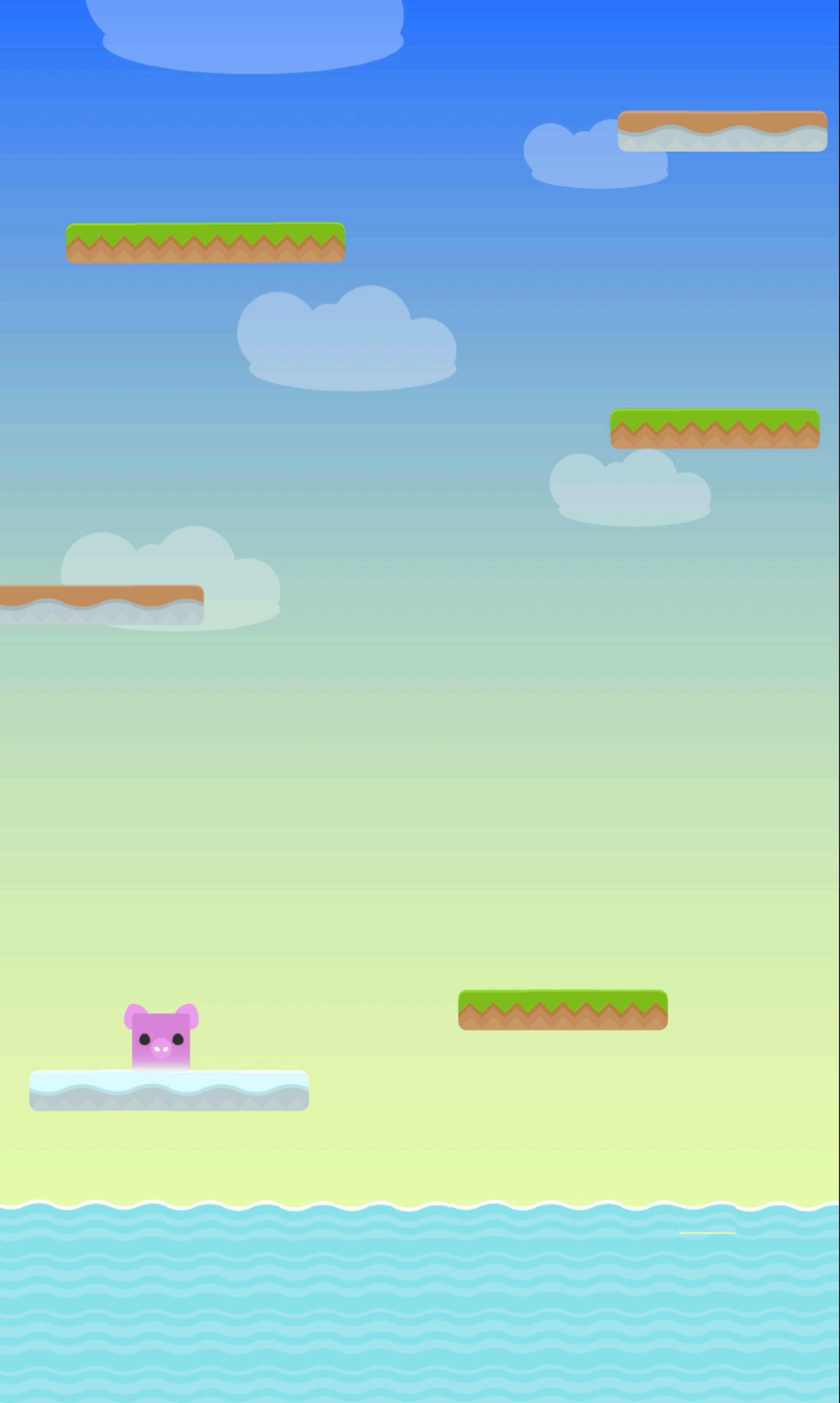


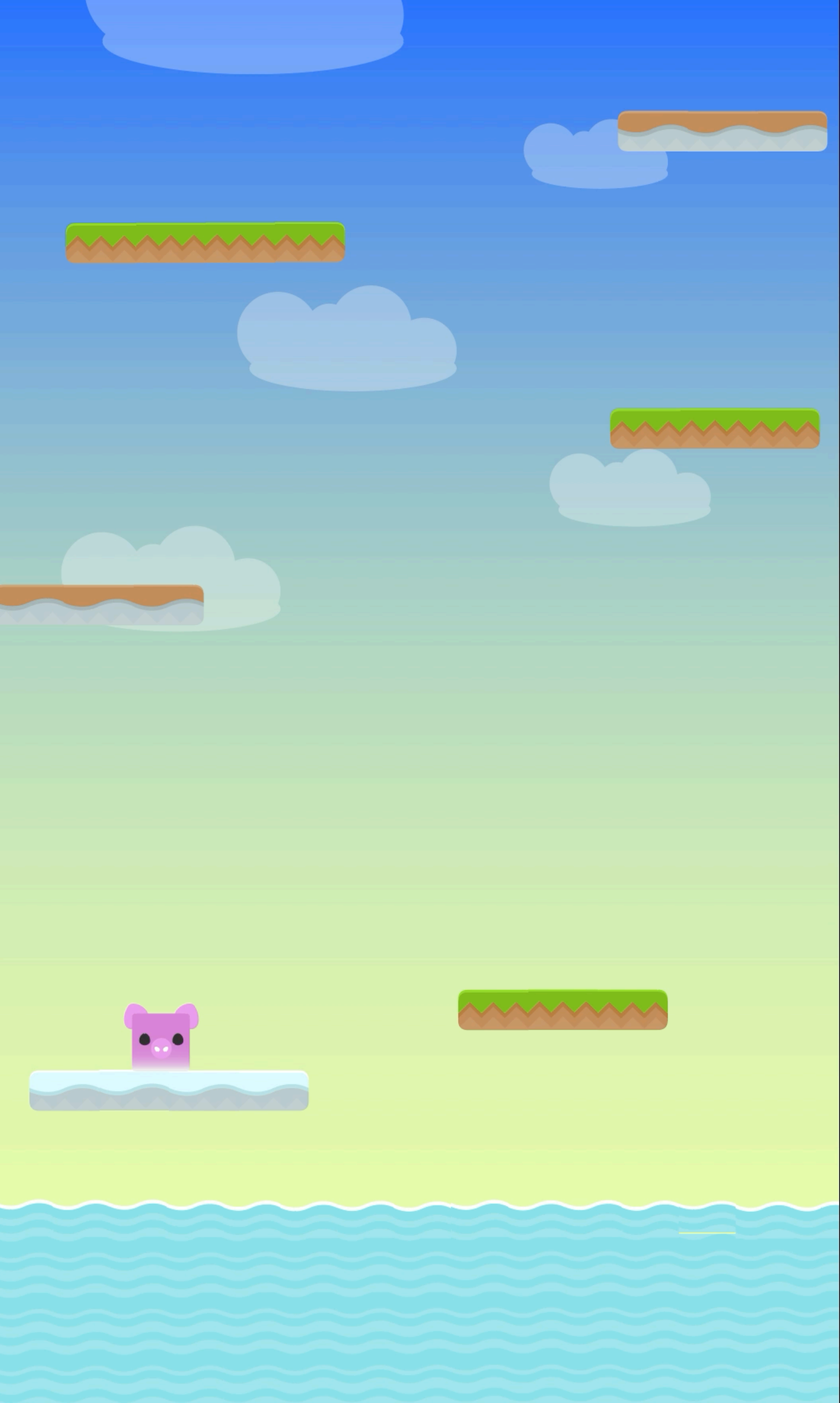


**Prototype**

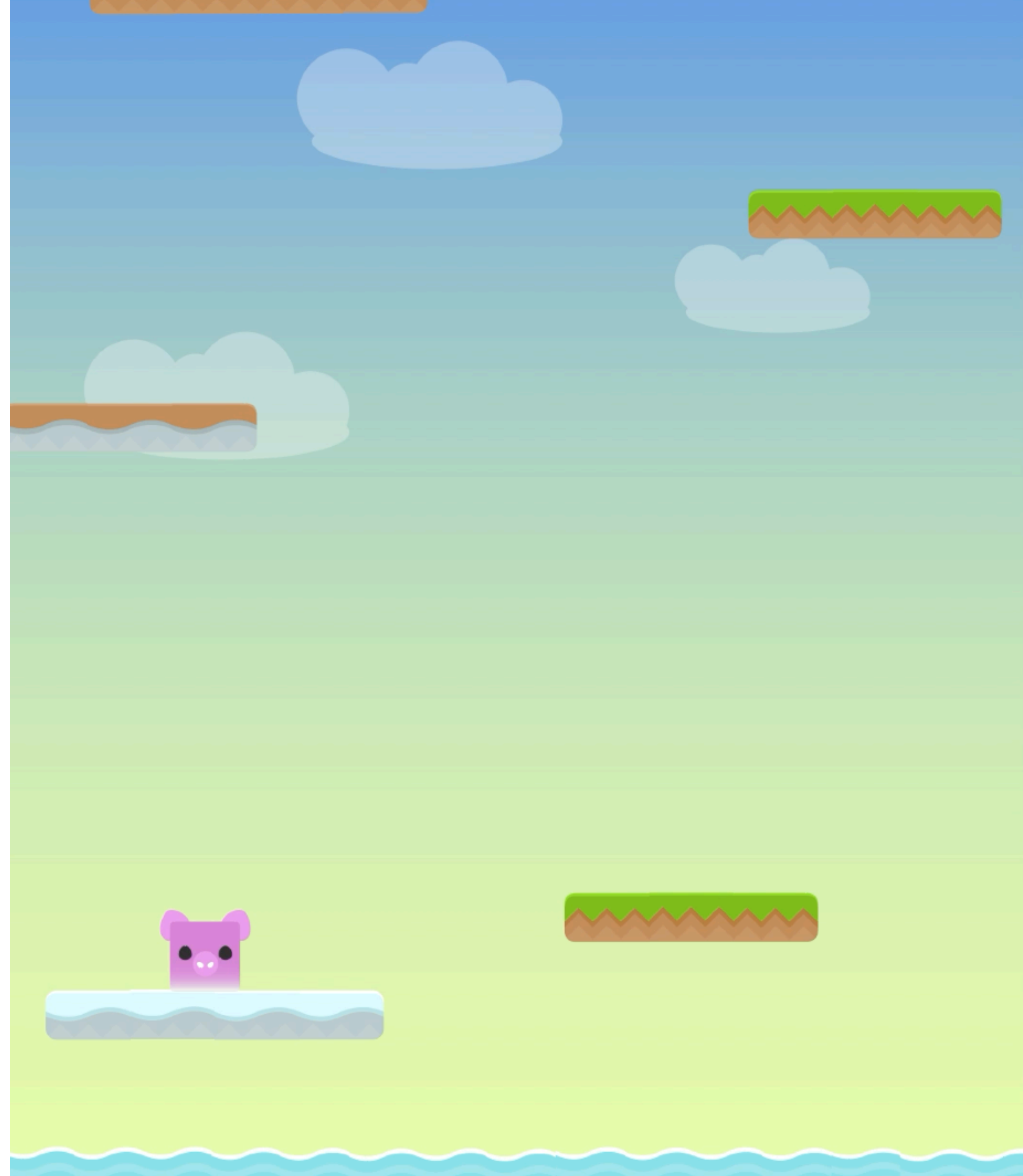








# Prototype





# Game development

Programming process