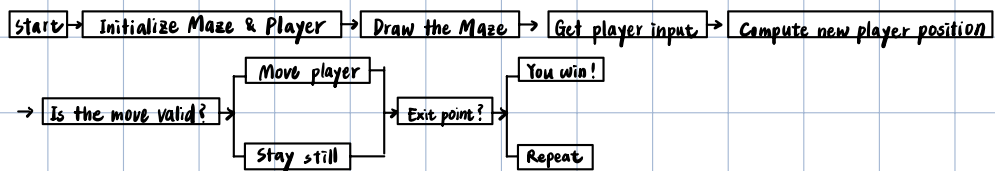
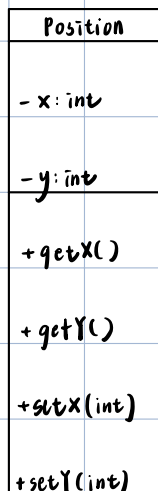


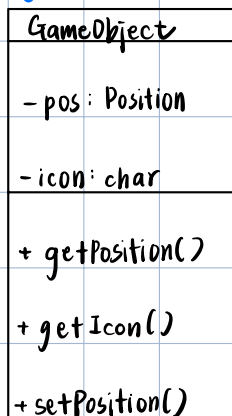
## 1. Flowchart



## 2. UML



abstract



Inherits GameObject

