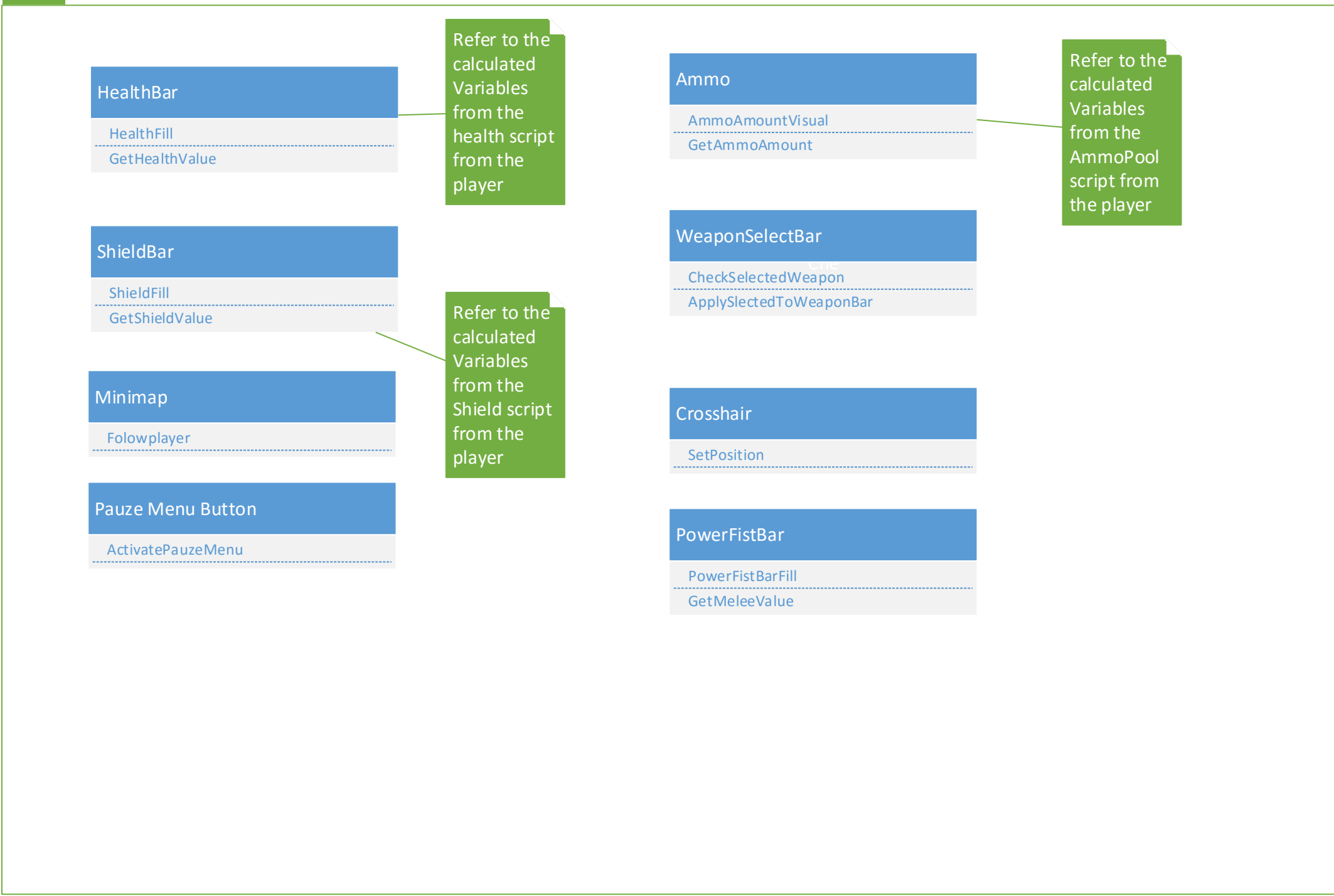
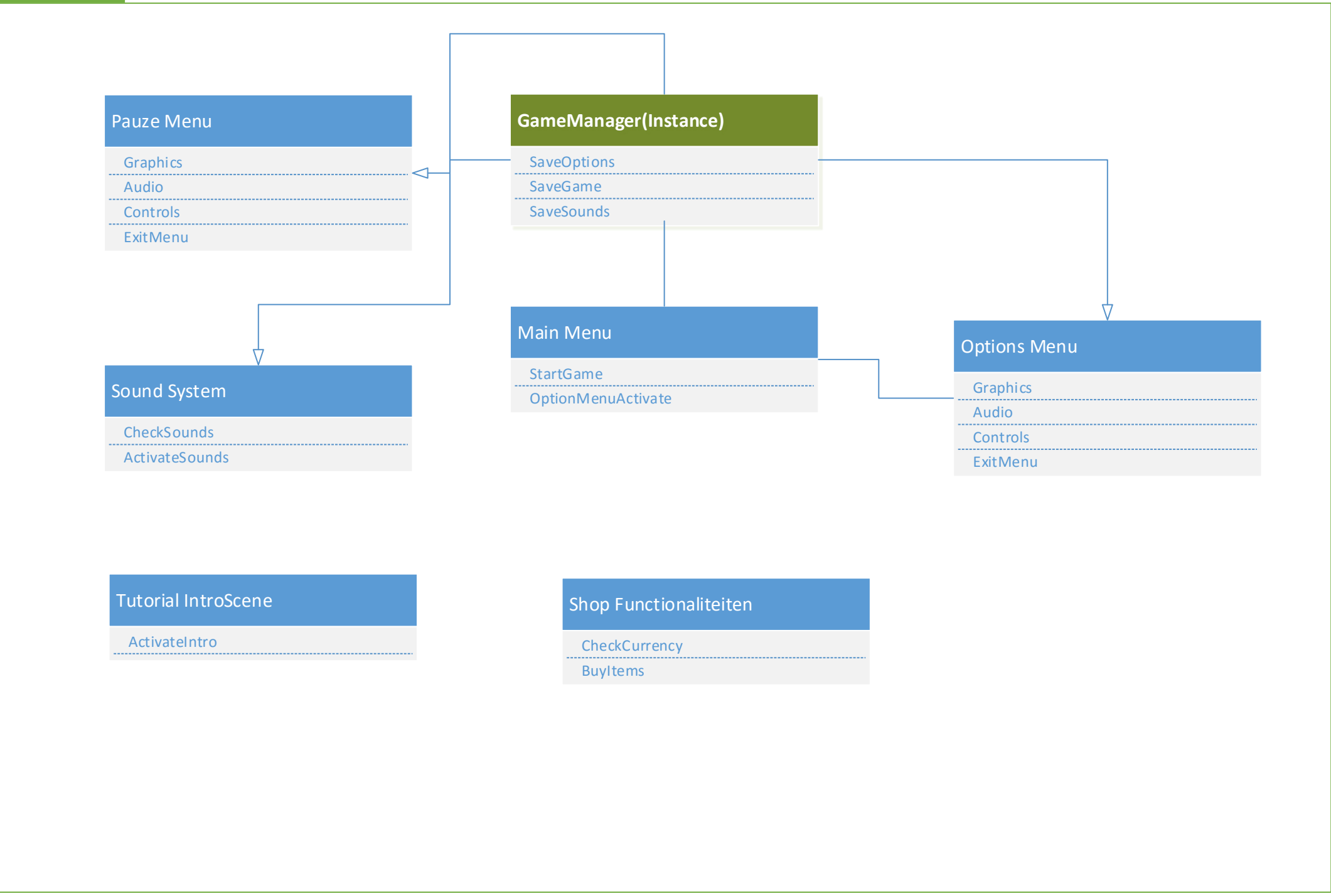


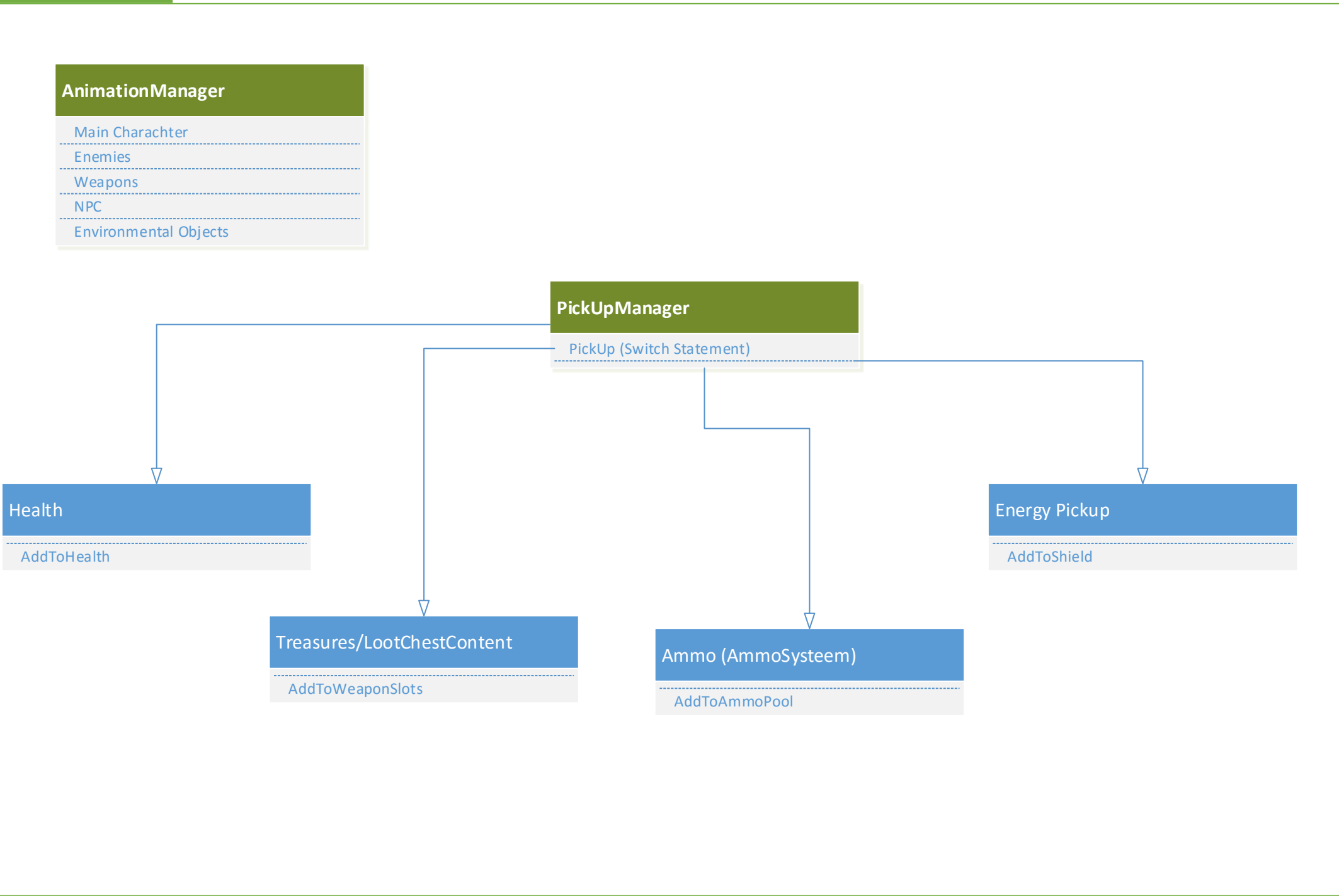
HUD



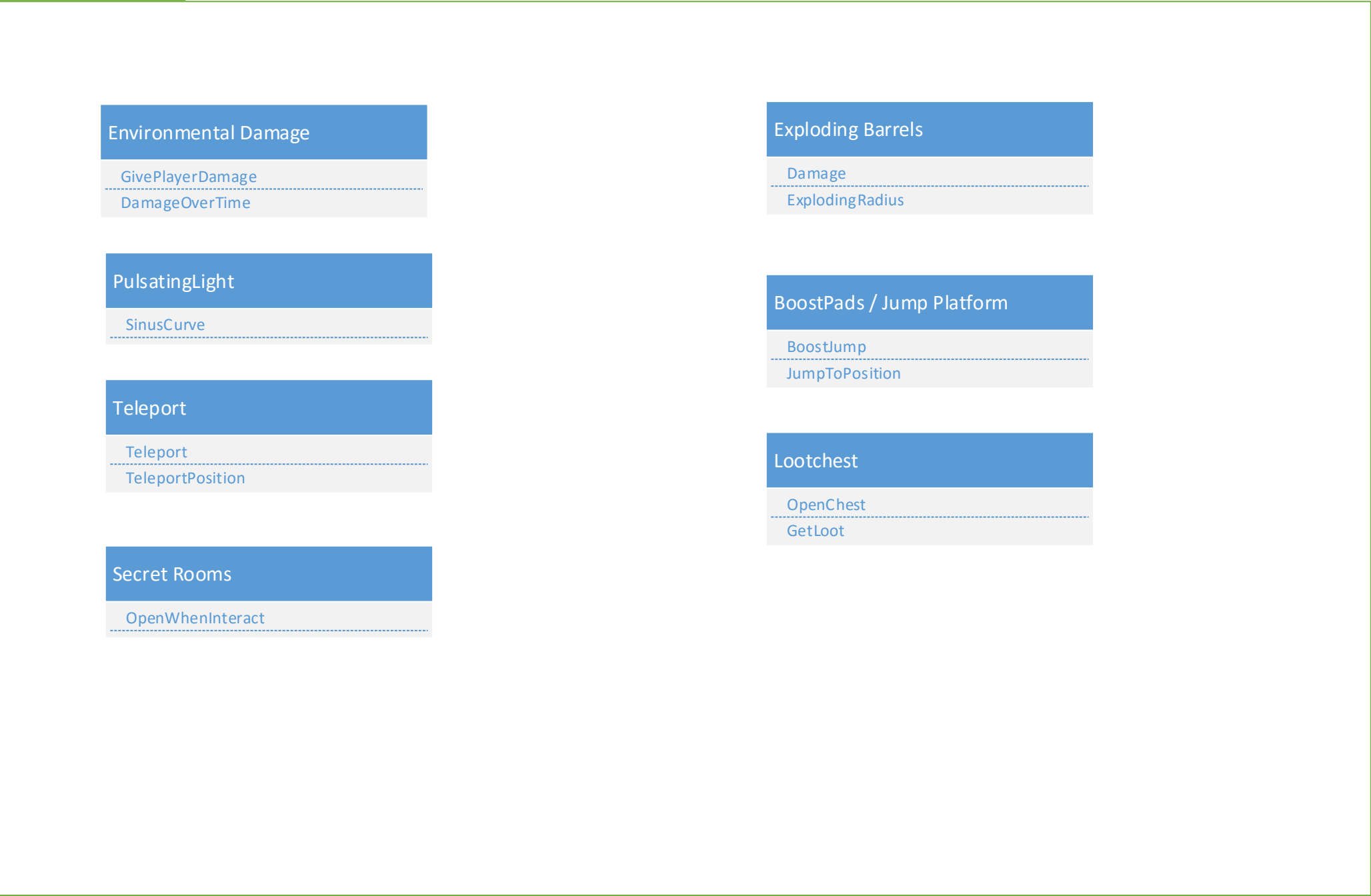
GameGeneral



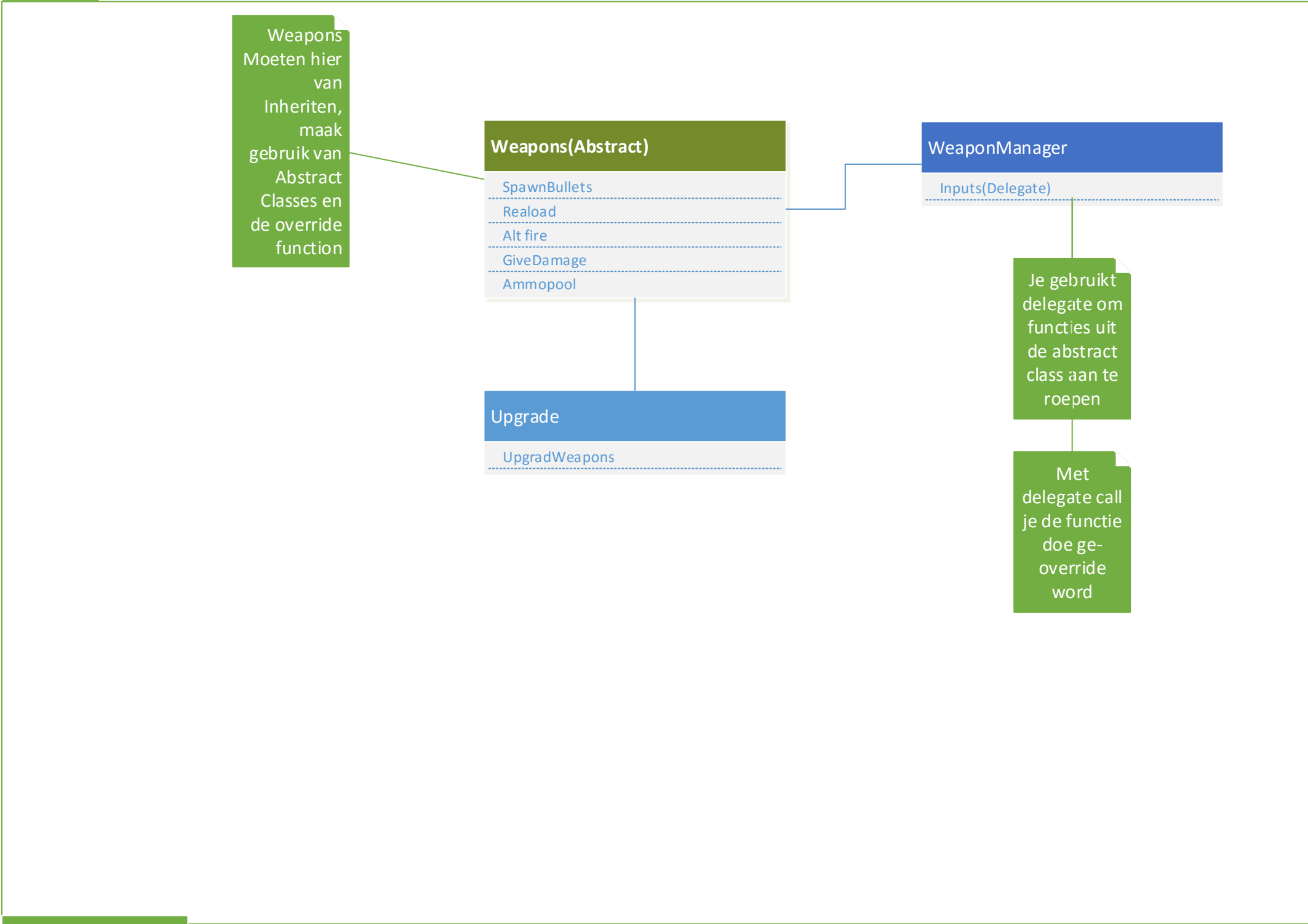
Animations/Pick-ups



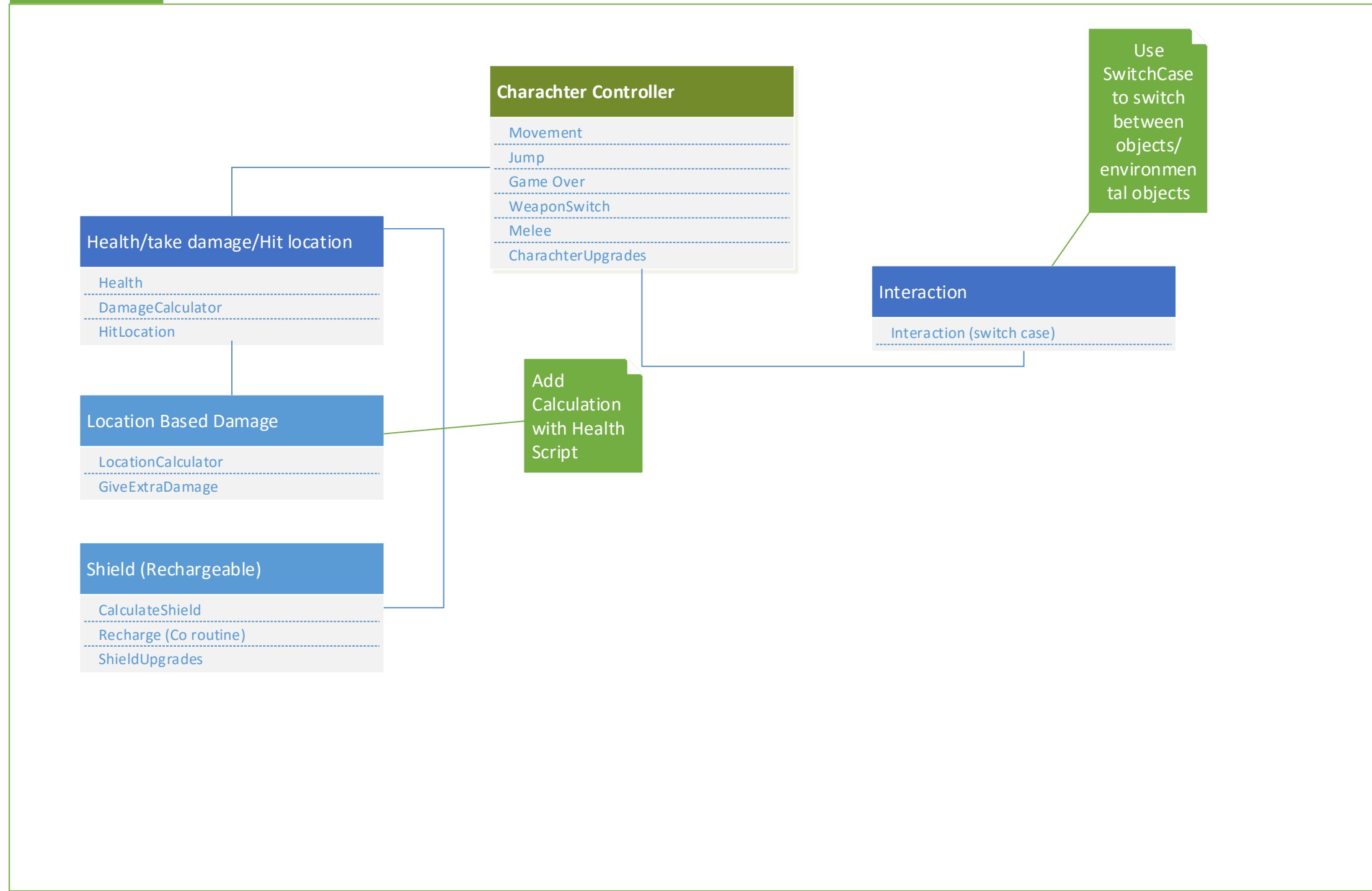
Level USP/Level OBJ



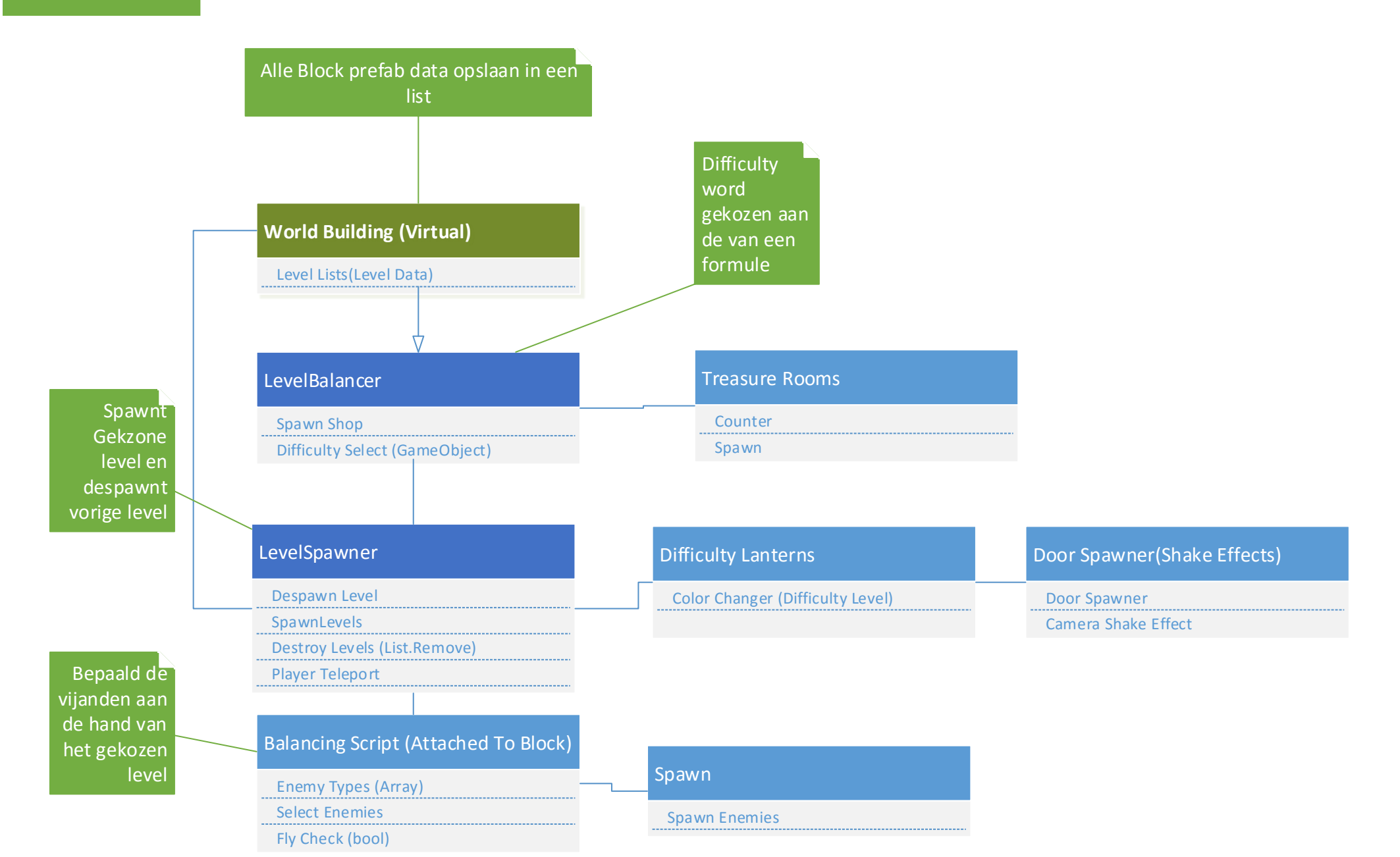
Weapons



Main Character



WorldBuilding



Enemies (Inheritance)

