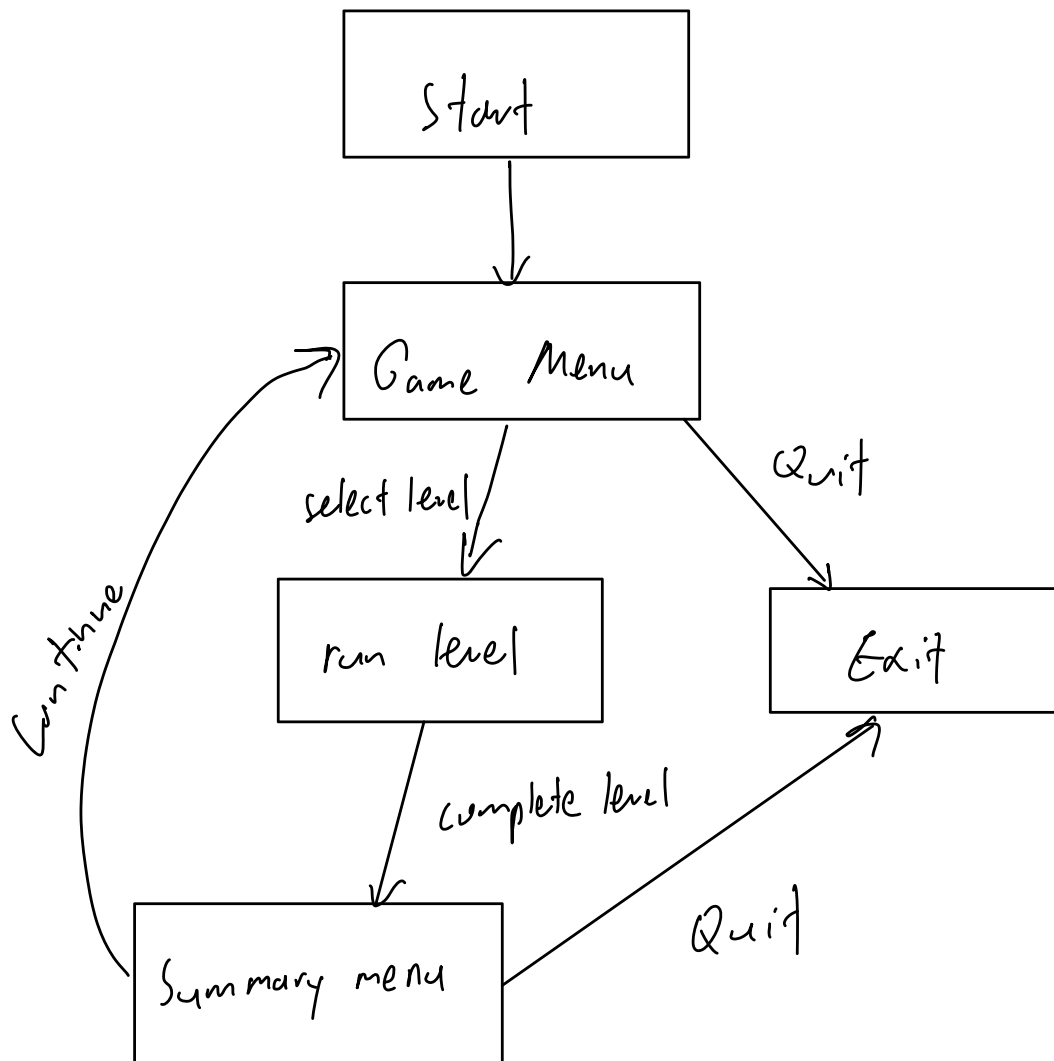
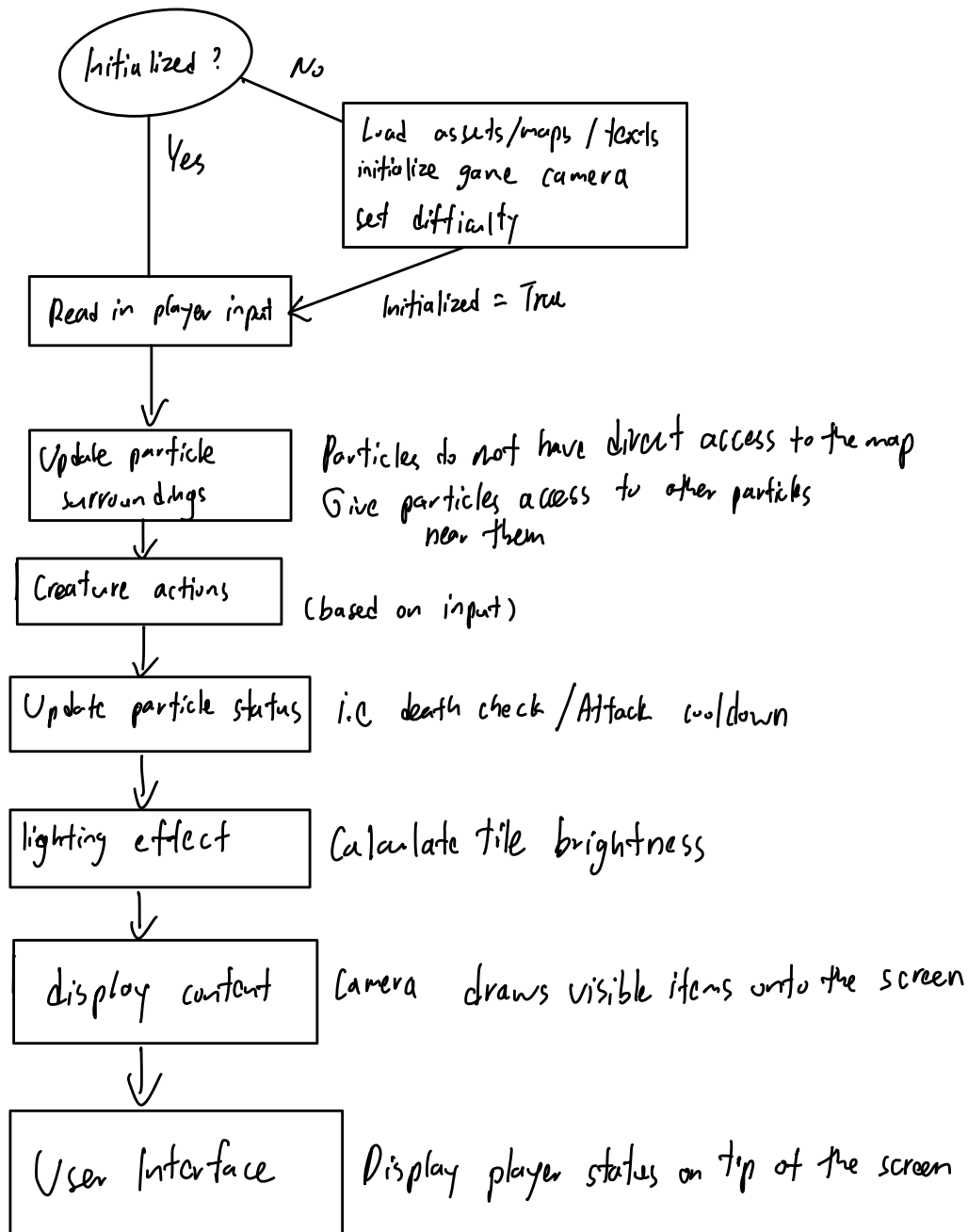


Game Work-flow



Game Loop



Particles

