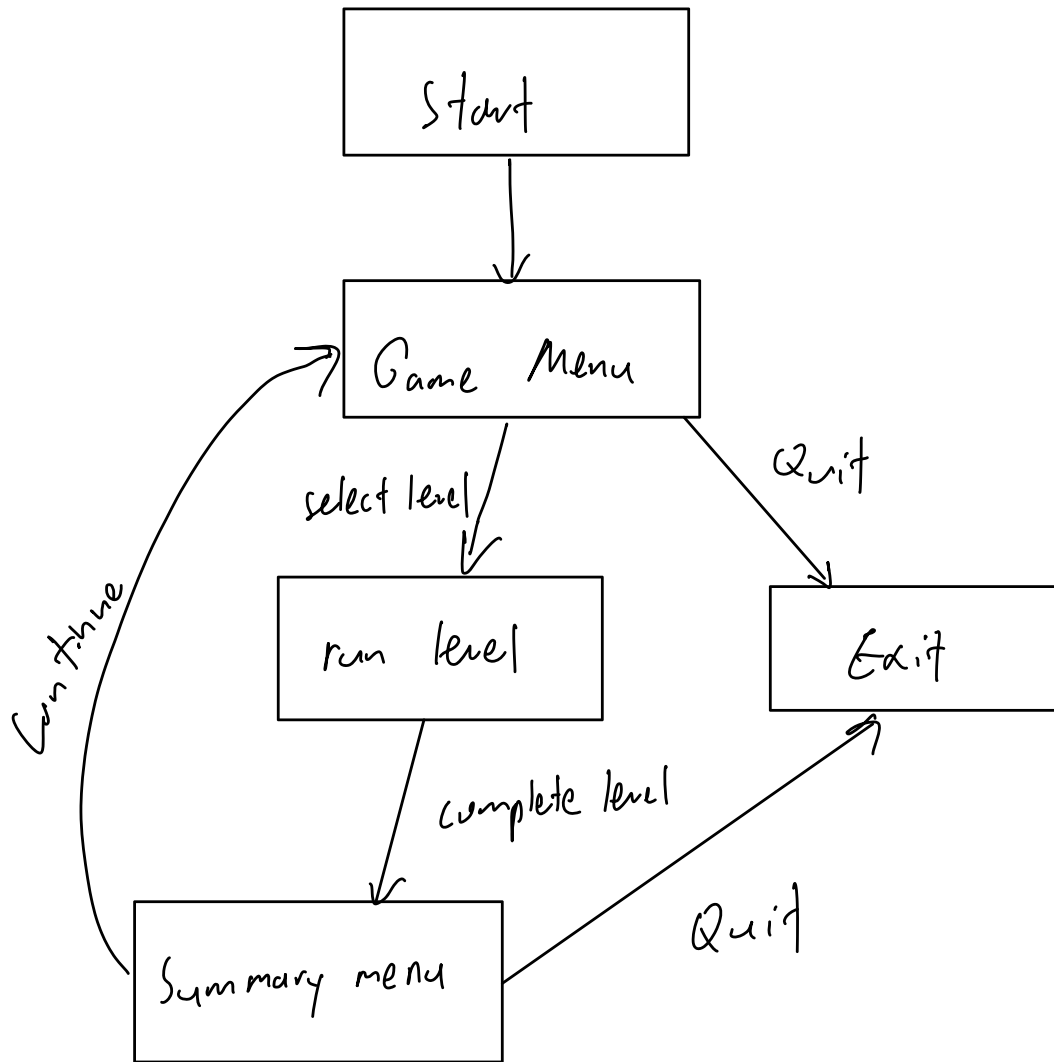
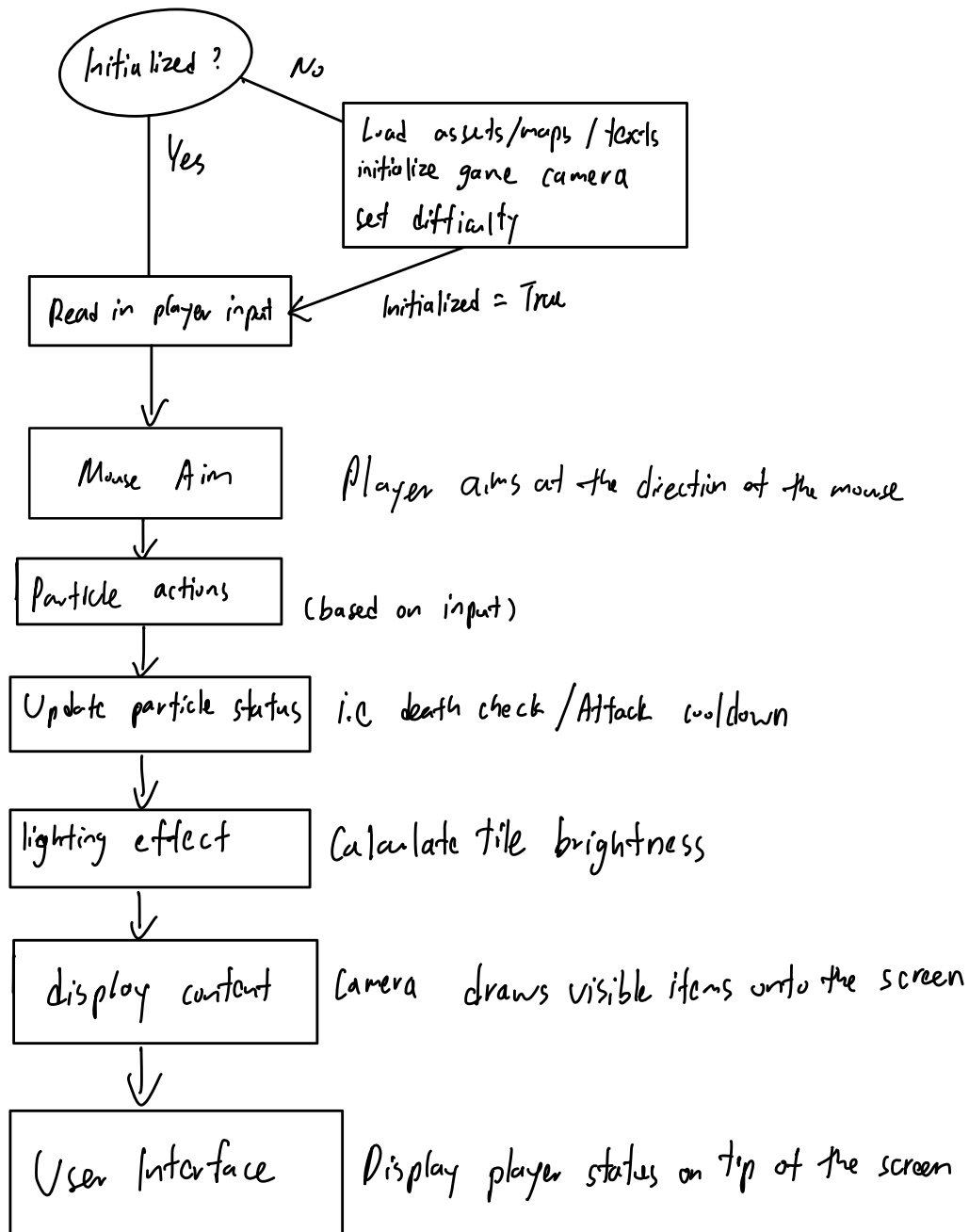


Subject to changes!!!

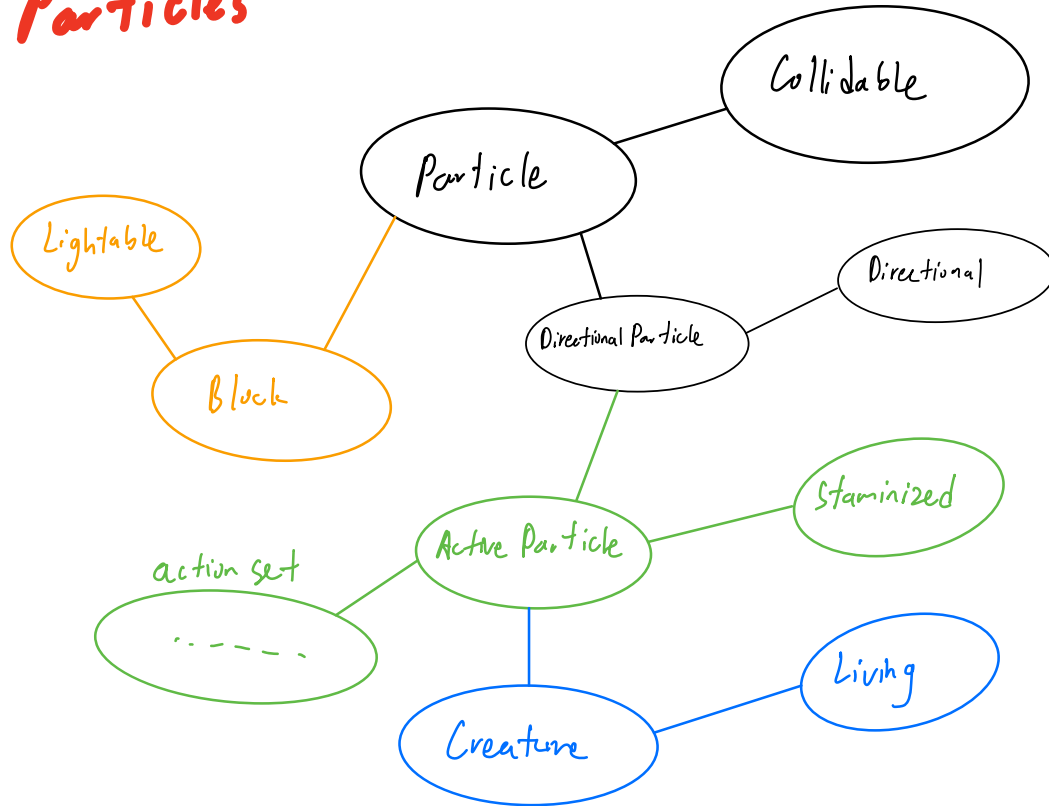
Game Work-flow



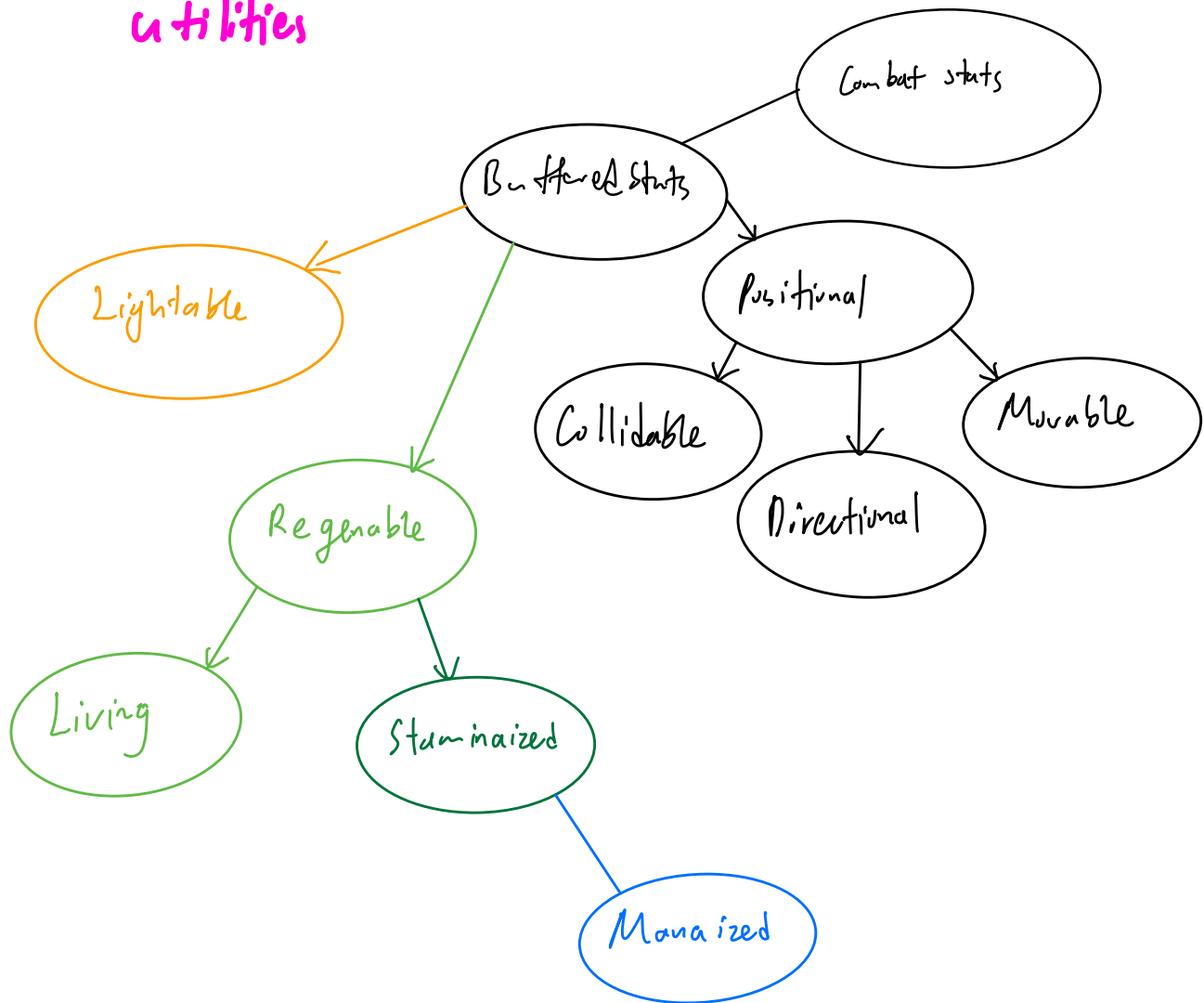
Game Loop



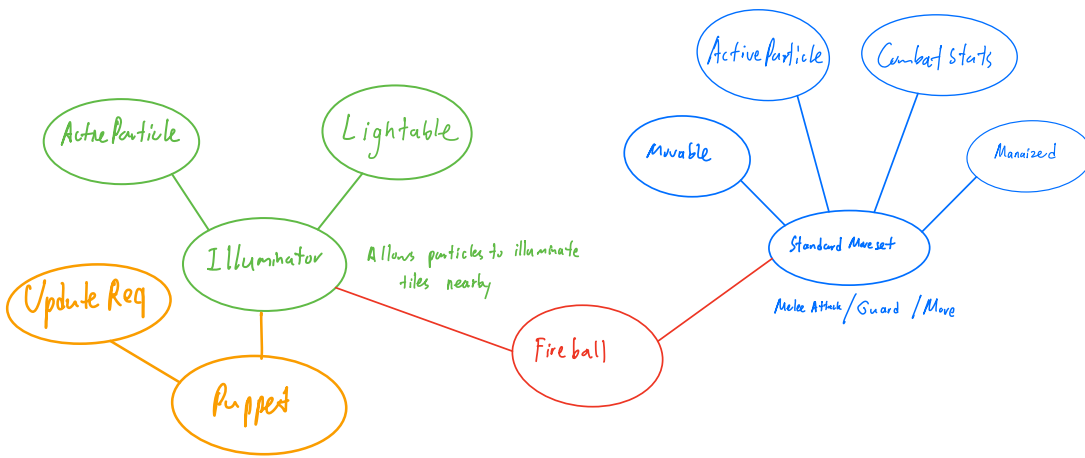
Particles



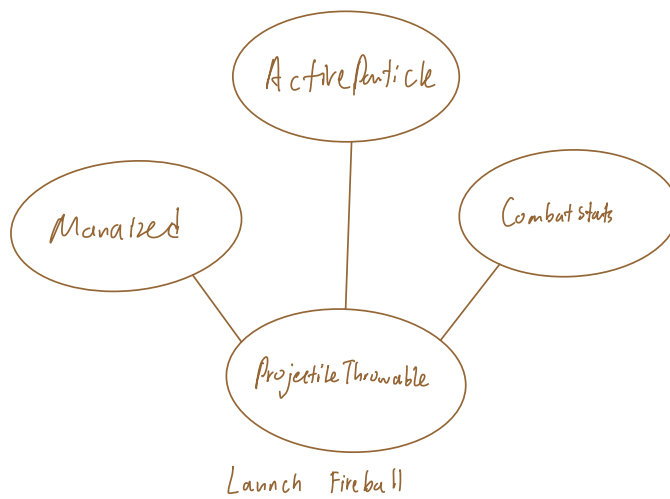
utilities



Particle Actions



This class is used for attach animation display



Creatures

