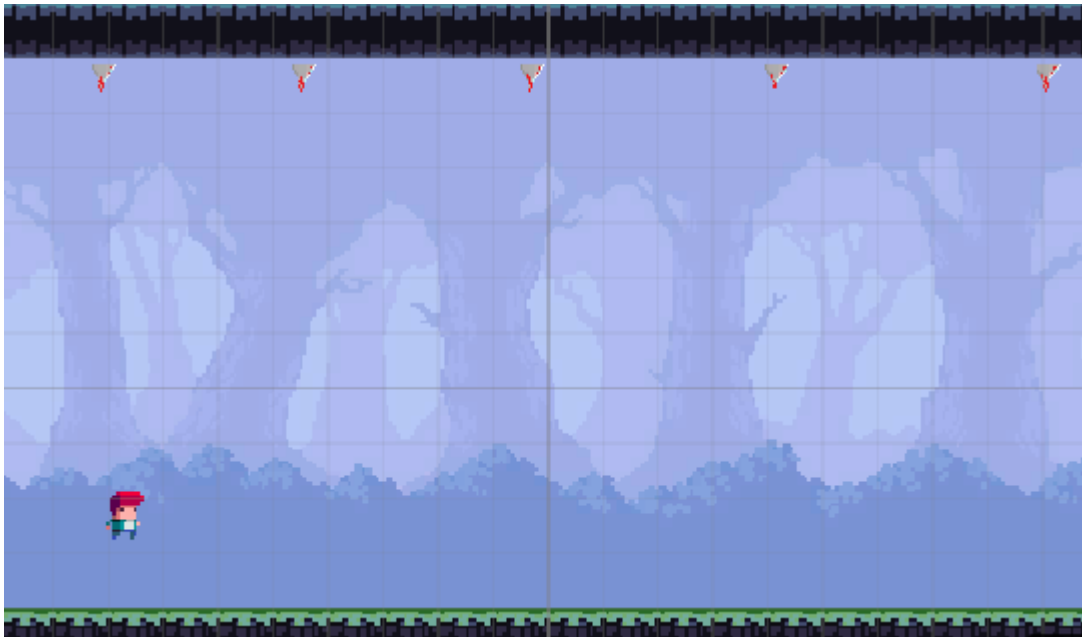
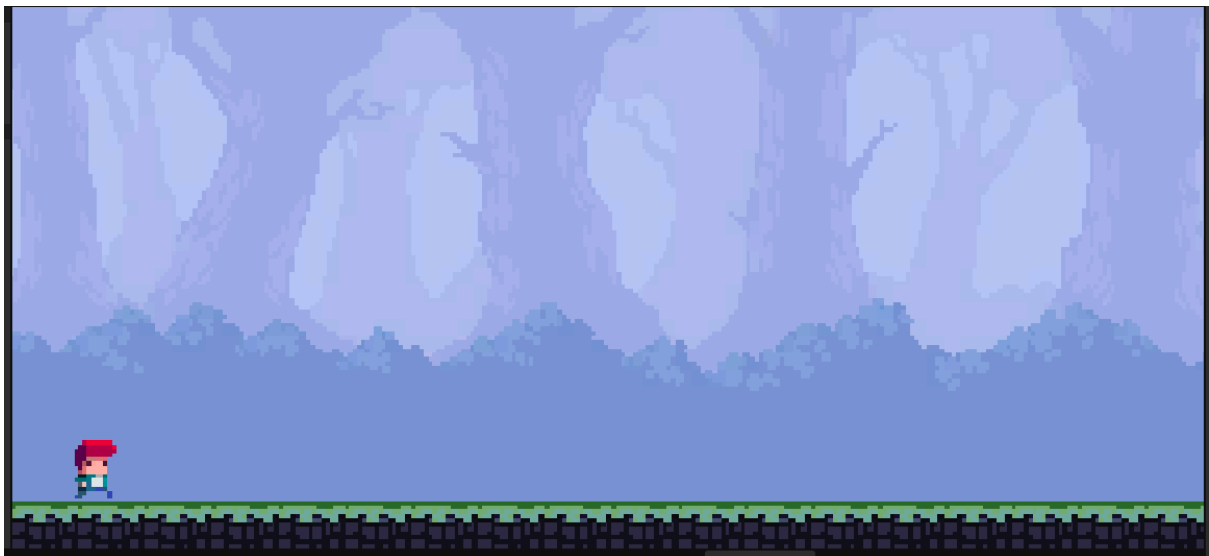
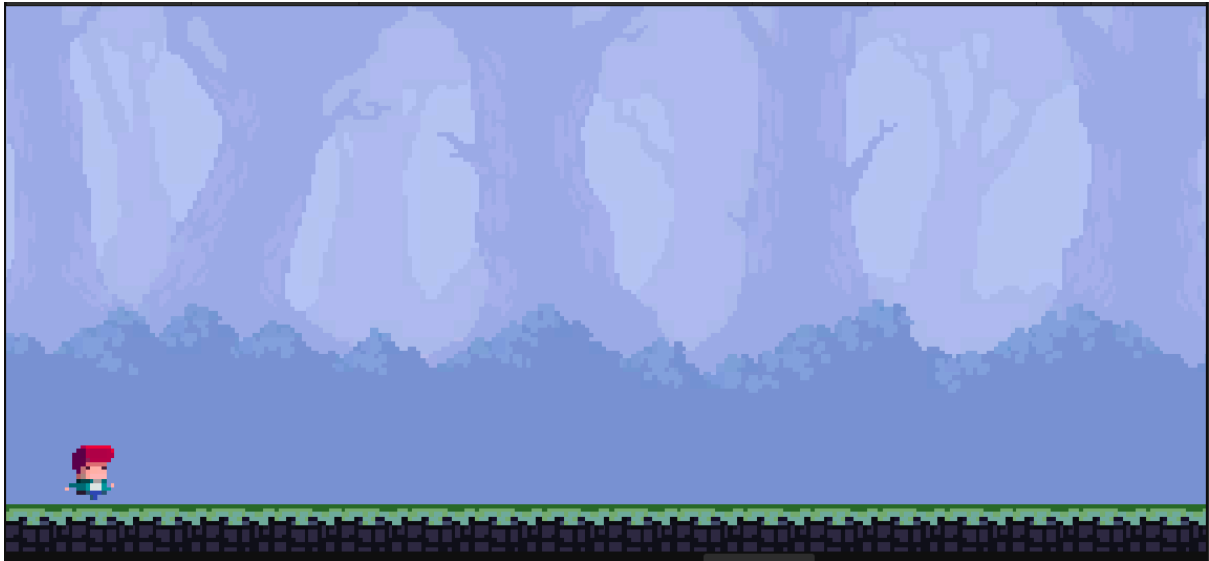


BackGround y mapa:



Movimiento jugador:





Generación de Spikes:

