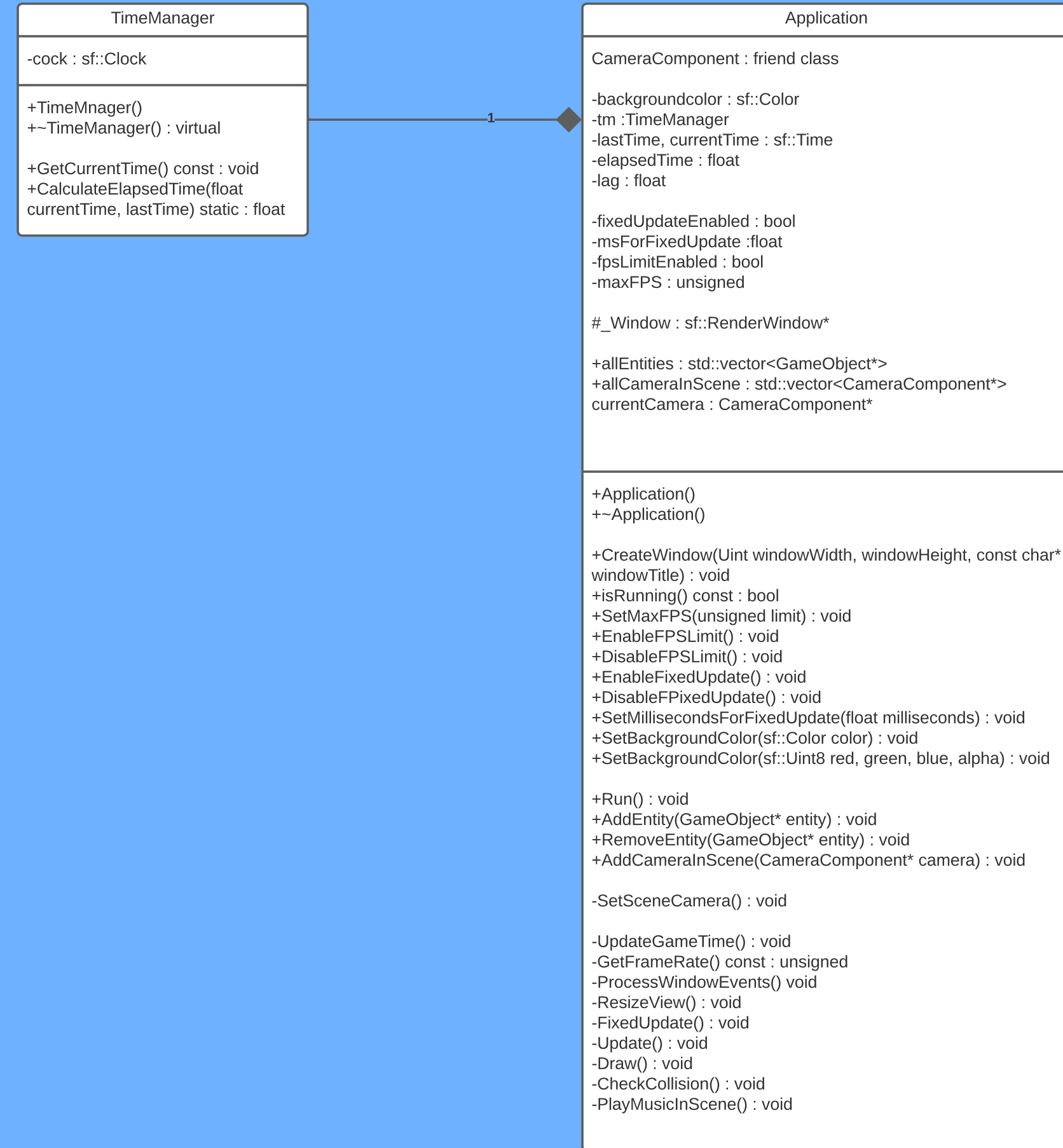
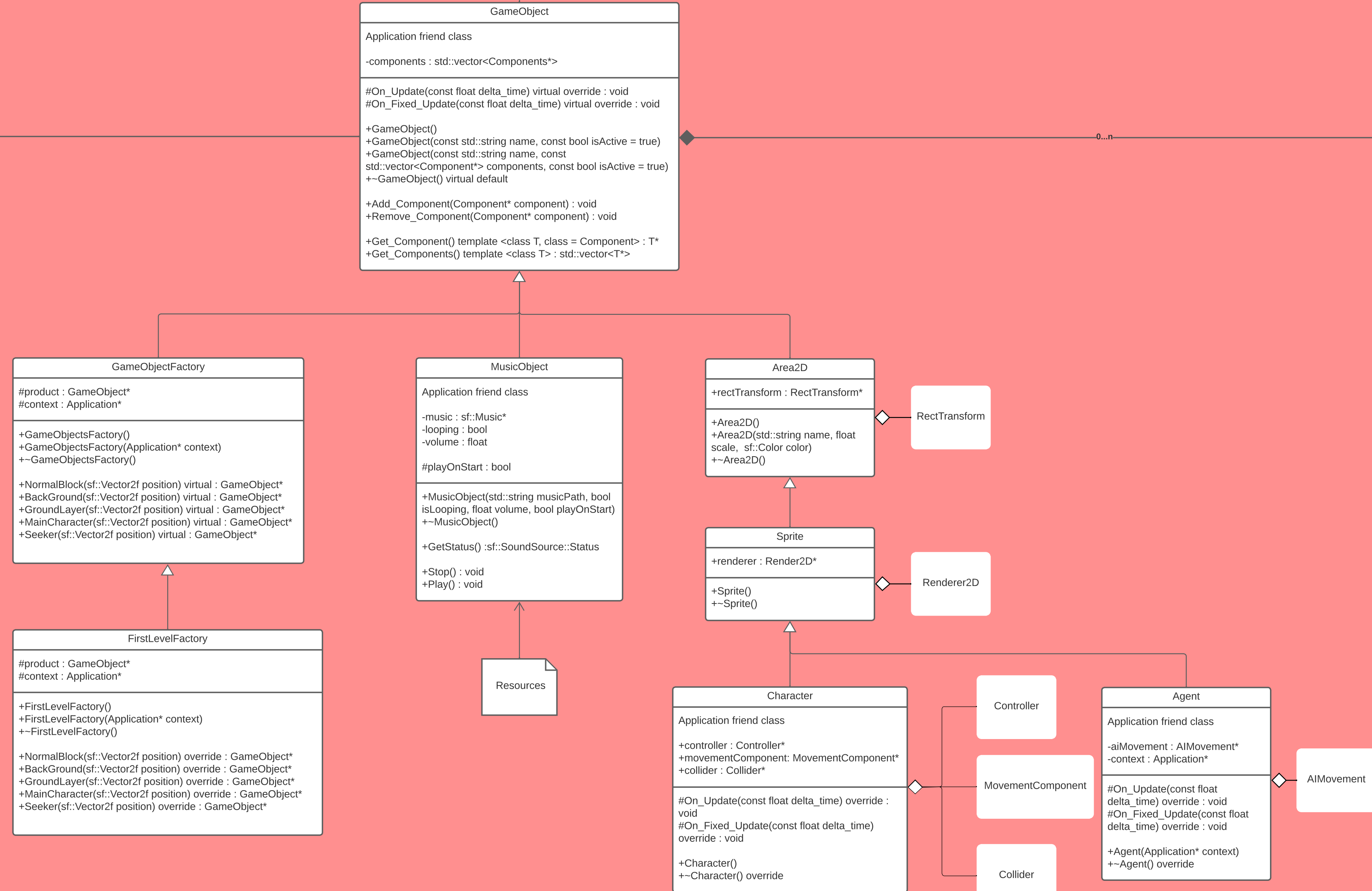


# Main application



# GameObjects



# COMPONENTS

