

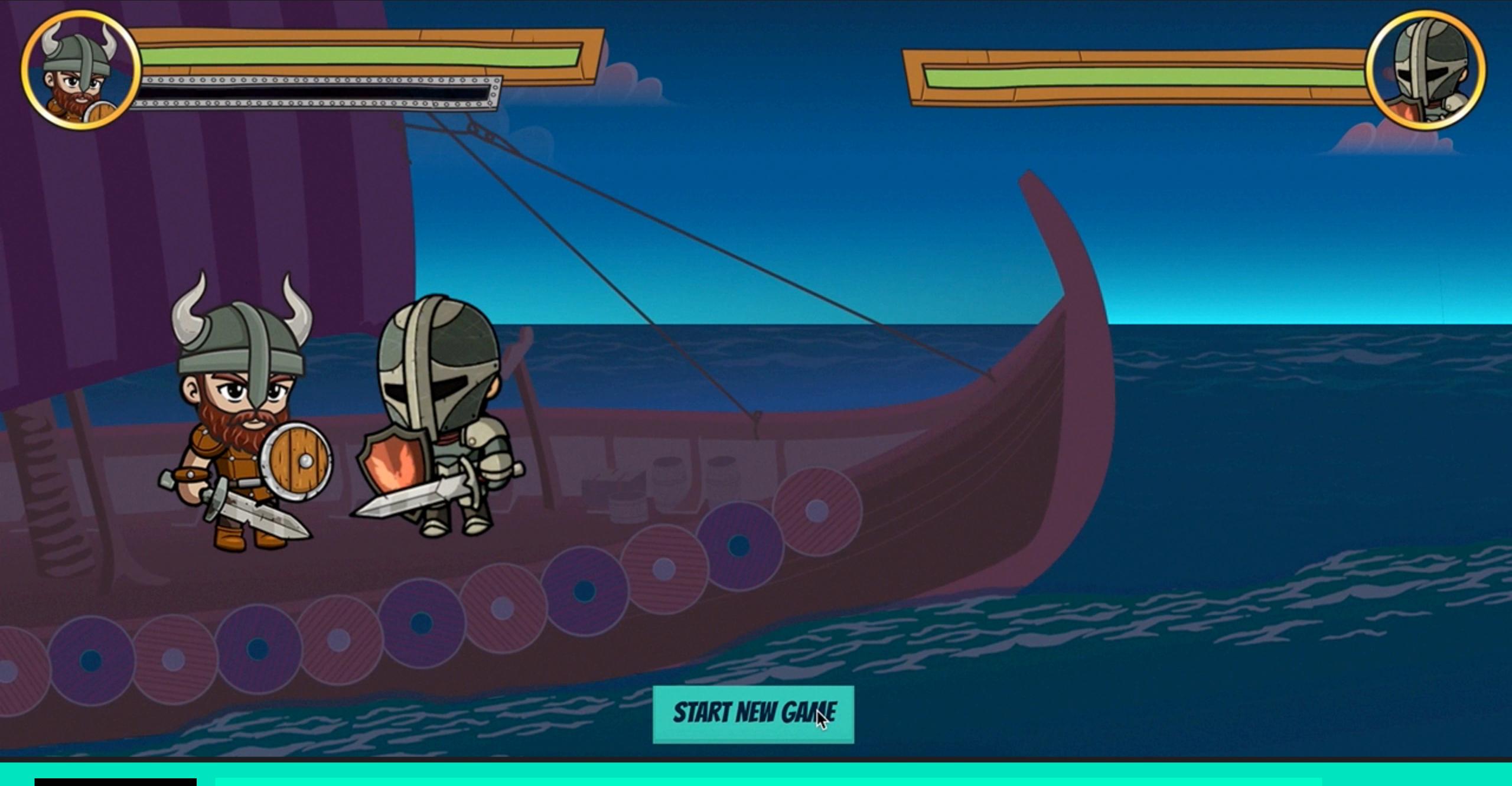
## START NEW GAME Elements Console Network Performance Memory Sources **Applicatio** <!---> <div class="row-fixed-top">...</div> <div class="background"> == \$0 ▶ ... <div class="ocean">...</div> ▶ <div class="ship">...</div> </div> <div class="controls">...</div> div>

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cript src="/dist/build.js"></script>

## TRANSITIONS

```
START NEW GAME
                                                                      Applicatio
                                                            Memory
               Console
                                              Performance
    Elements
                         Sources
                                    Network
<!--->
<div class="row-fixed-top">...</div>
<div class="background"> == $0
▶ ...
<div class="ocean">...</div>
<div class="ship">...</div>
</div>
<div class="controls">...</div>
div>
cript src="/dist/build.js"></script>
```



REF: github.com/krystalcampioni/monster-slayer