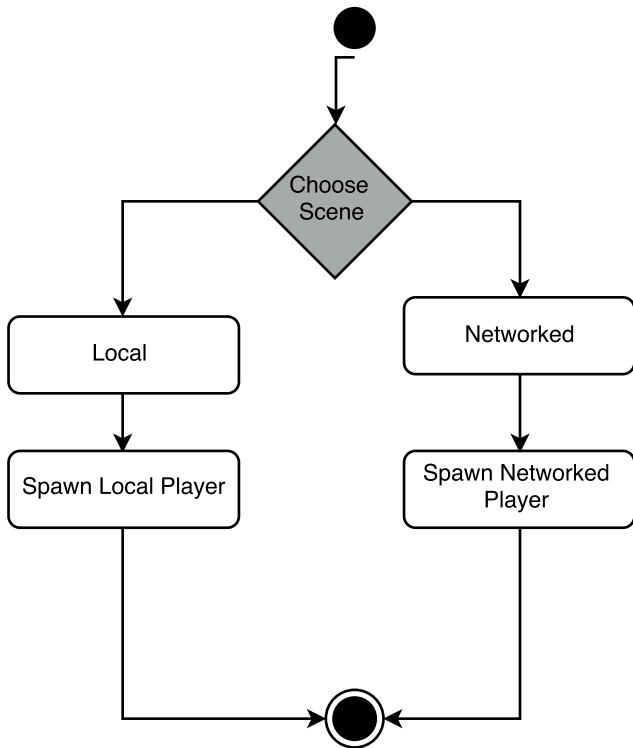
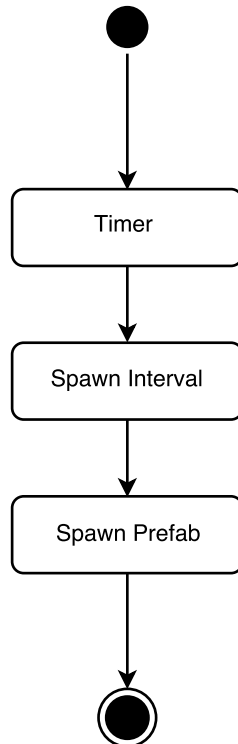


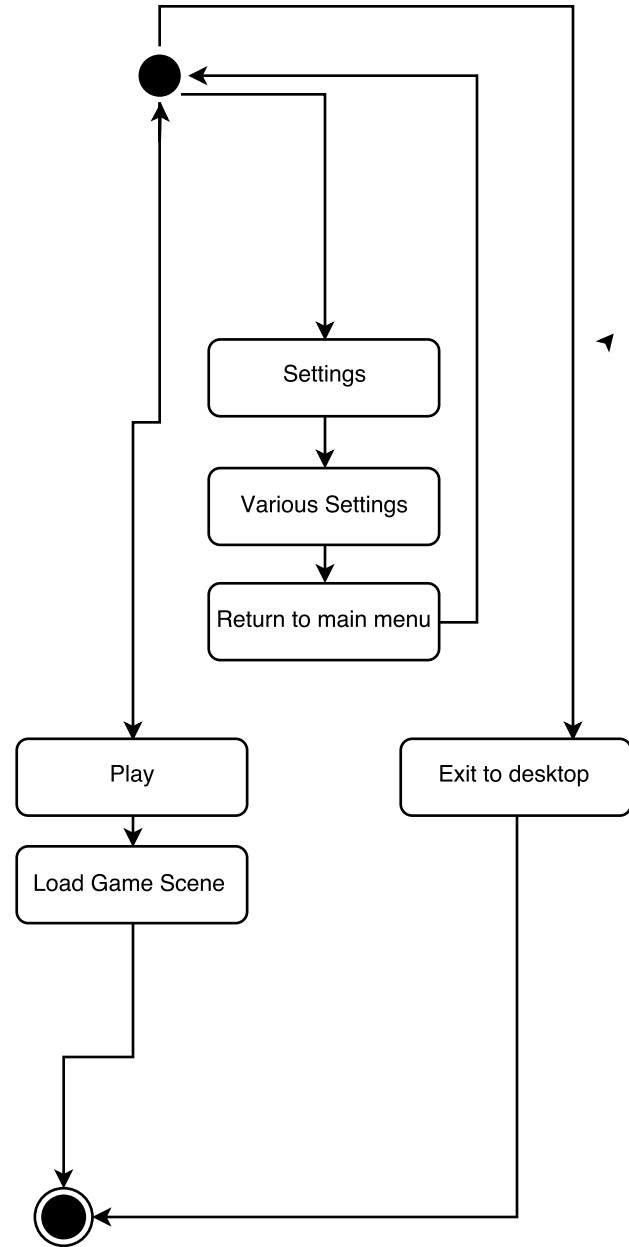
Spawn Player



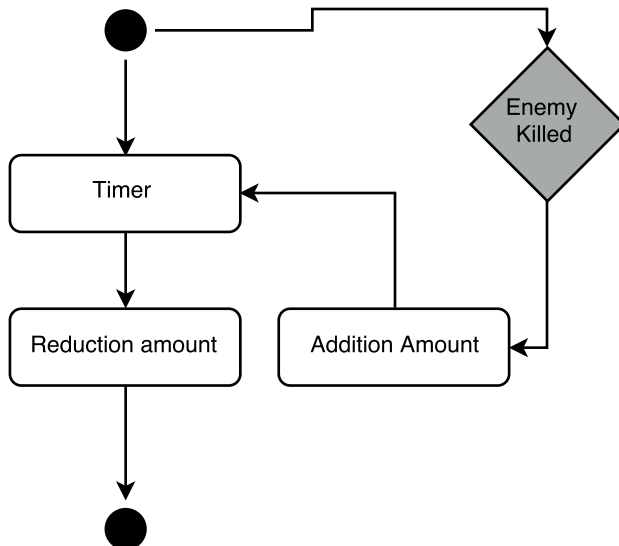
Spawn enemy



Menu System



Survival System



Player Input

