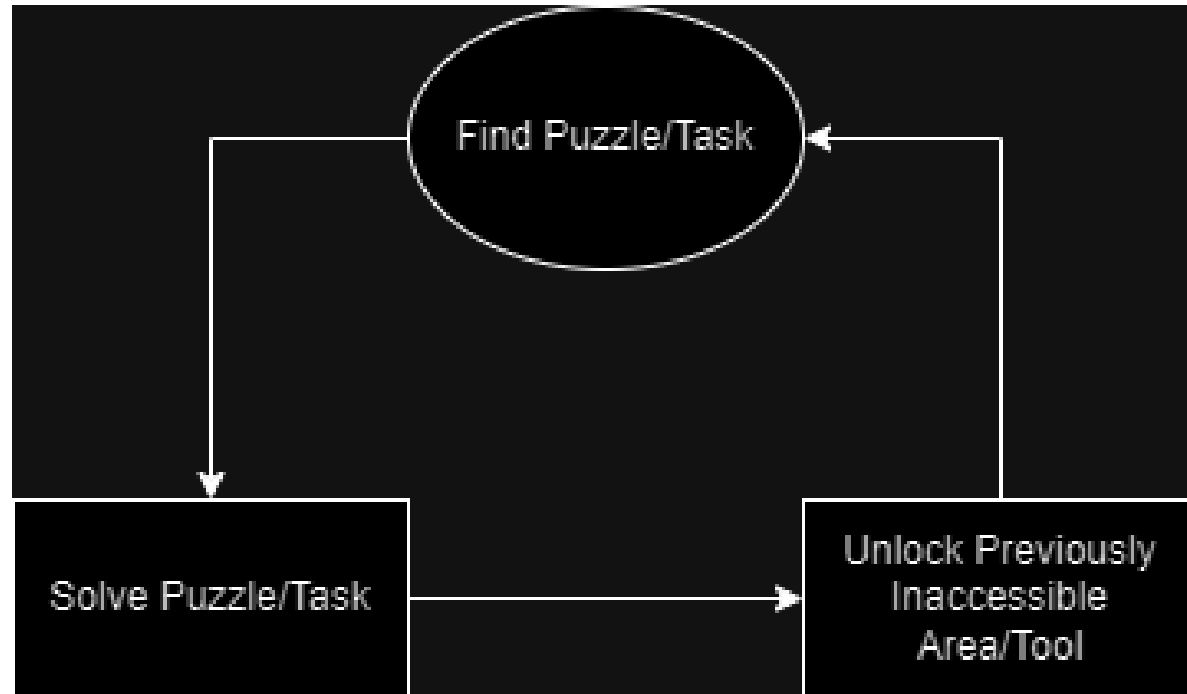


# Core Gameplay Loop



# Game Flow

