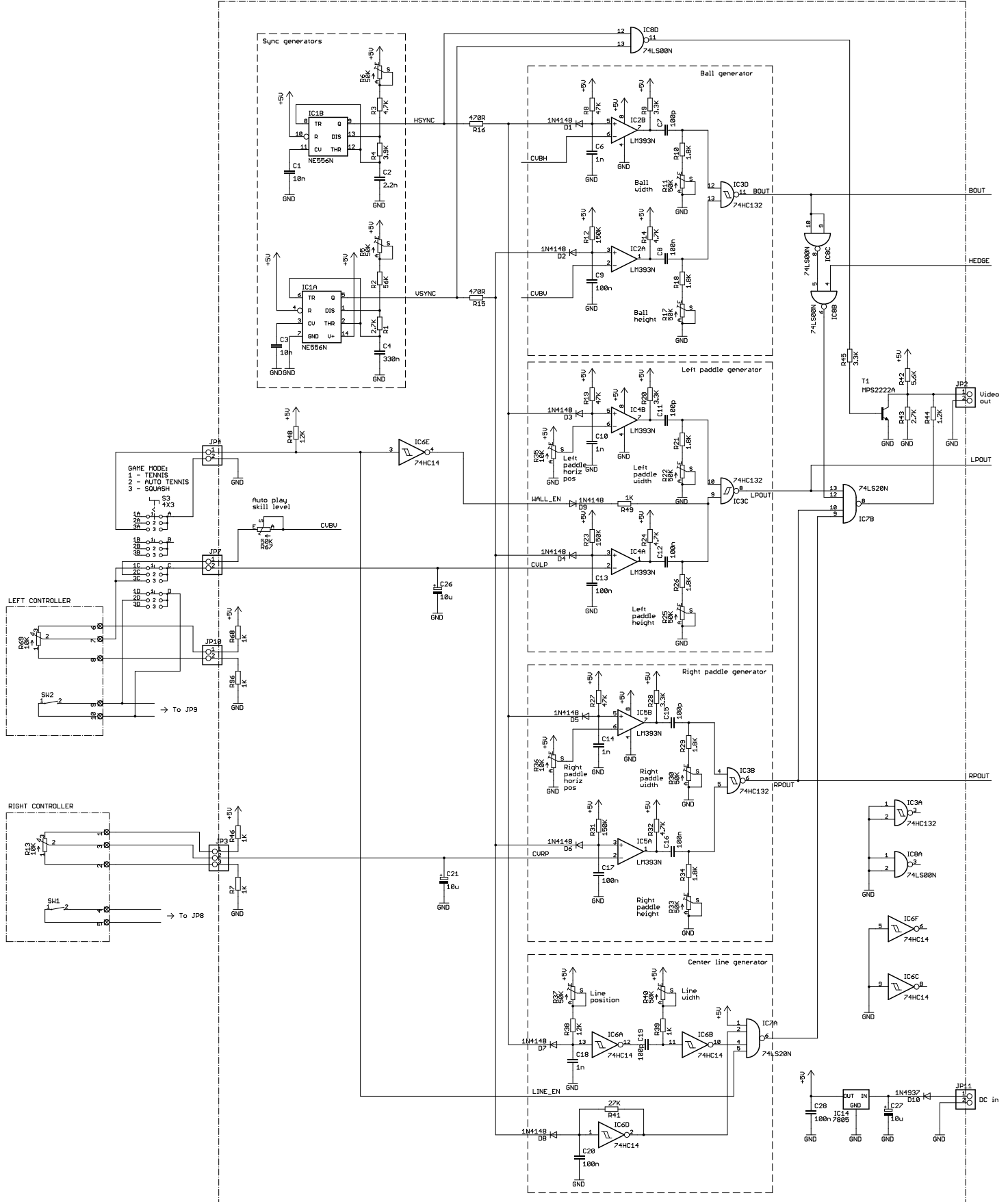


BOARD 1: video generation



BOARD 2: game logic + sounds

