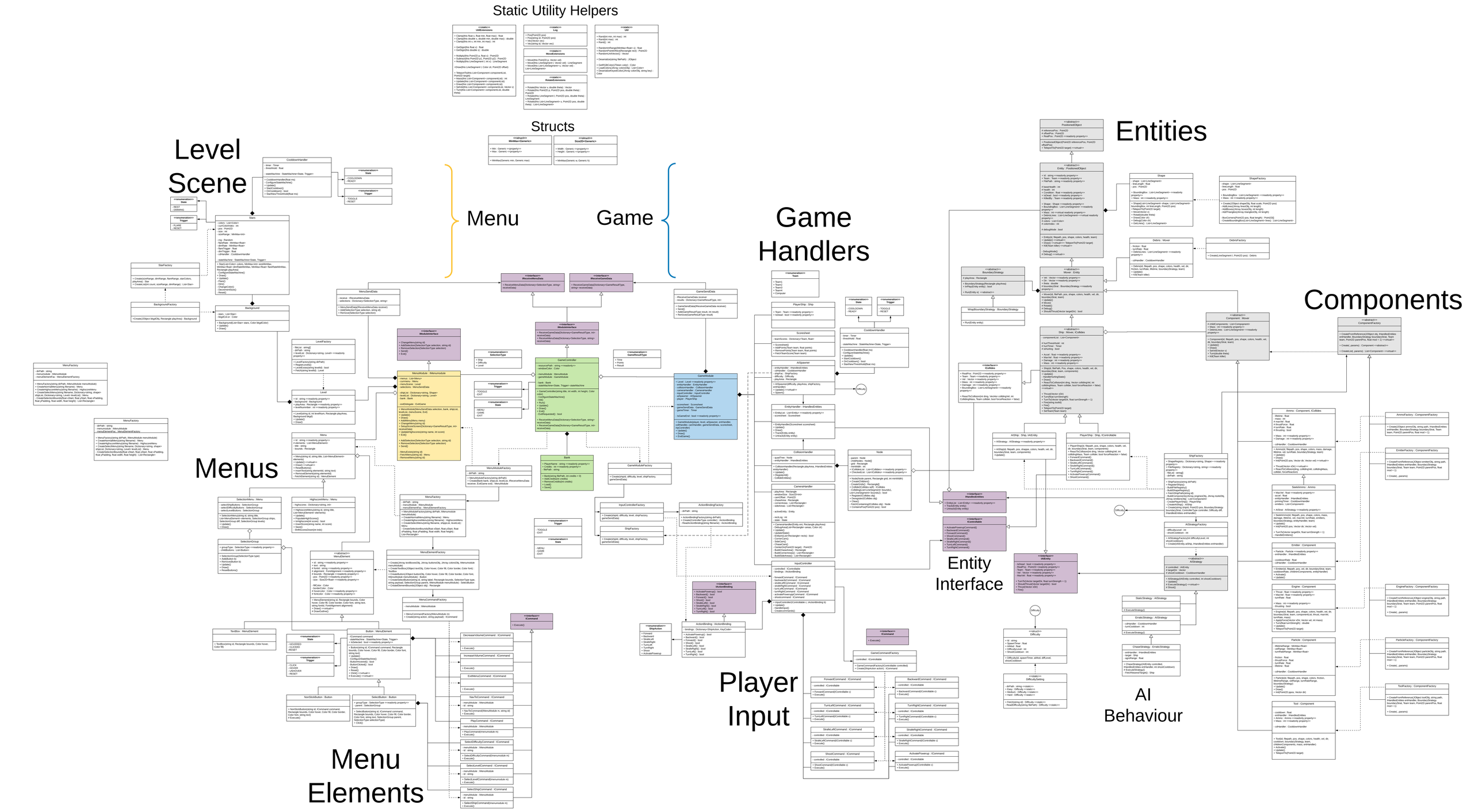
Static Utility Helpers
Structs
Level Scene
Menu
Game
Game Handlers
Entities
Components
Menus
Menu Elements
Player Input
Entity Interface
AI Behaviour