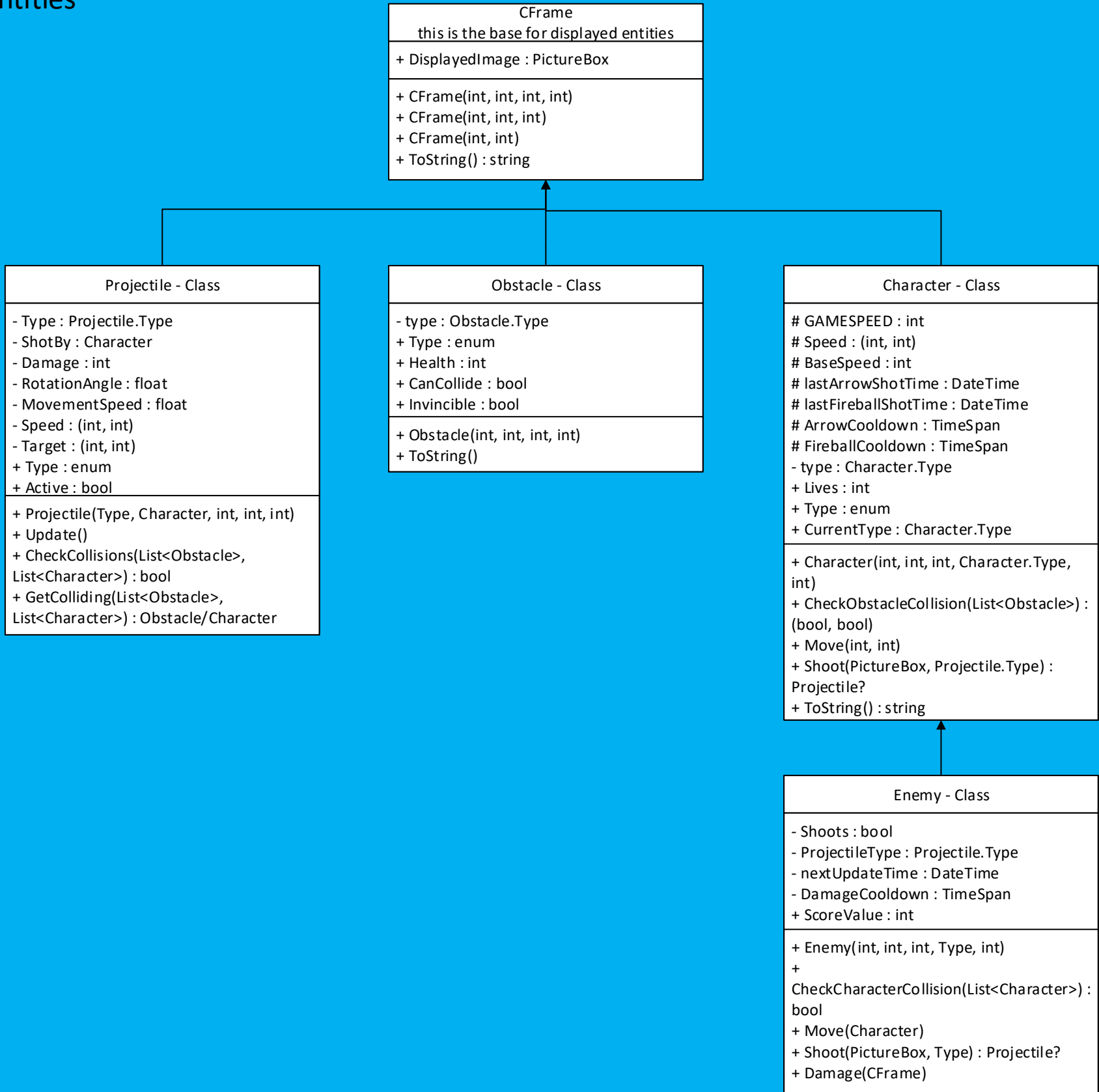
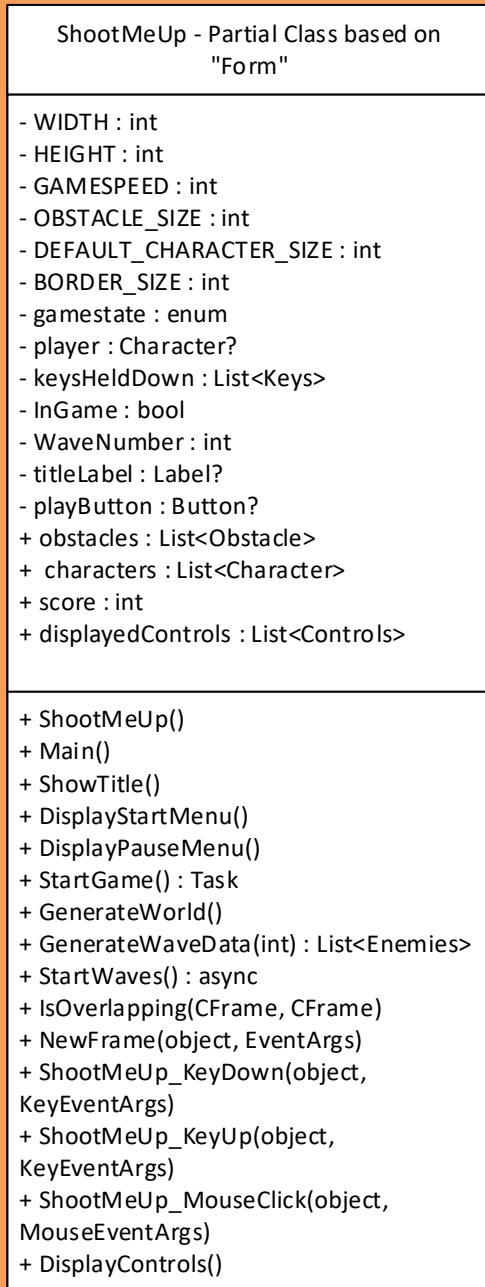


Entities



Game handling



Pseudo-code version très courte

