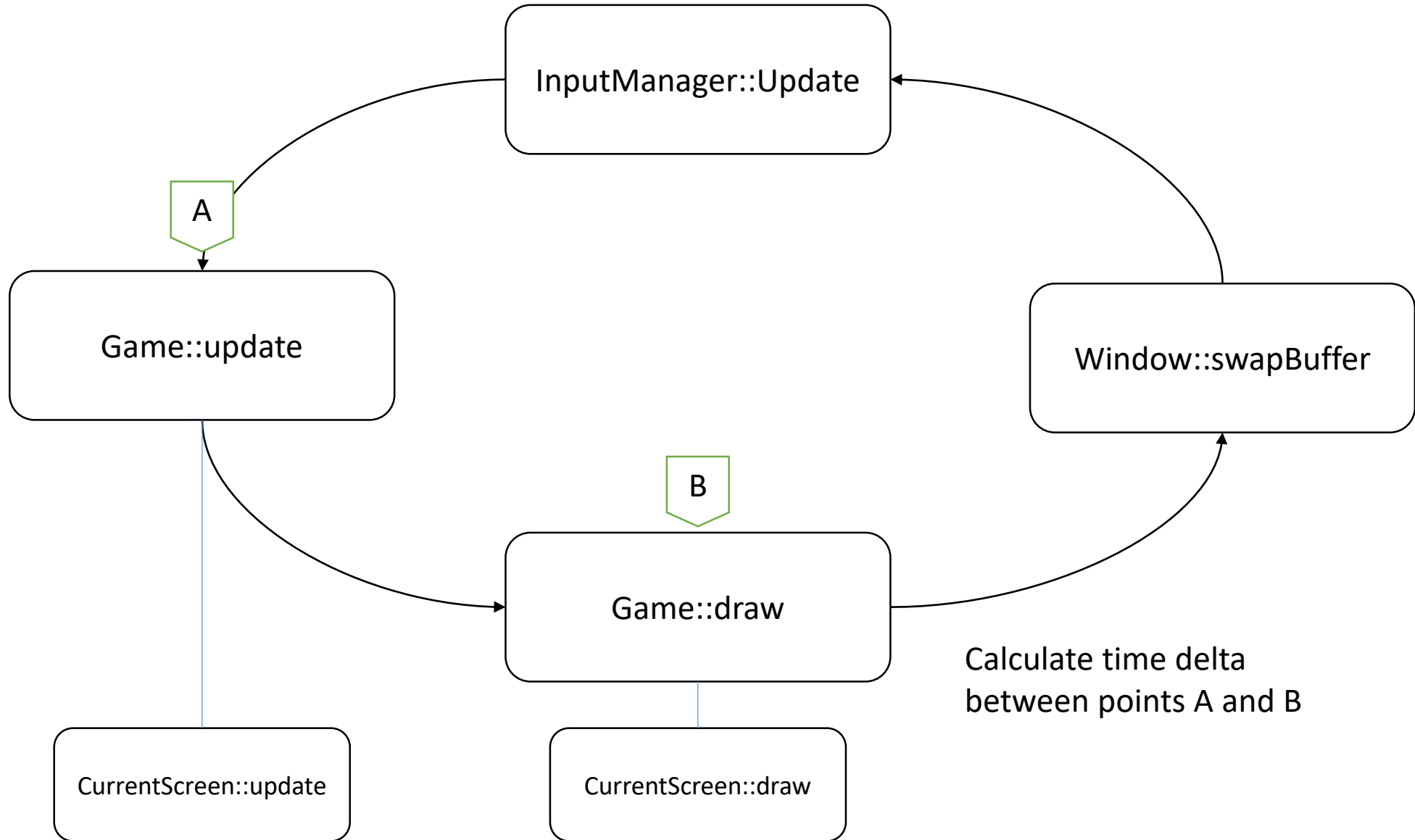


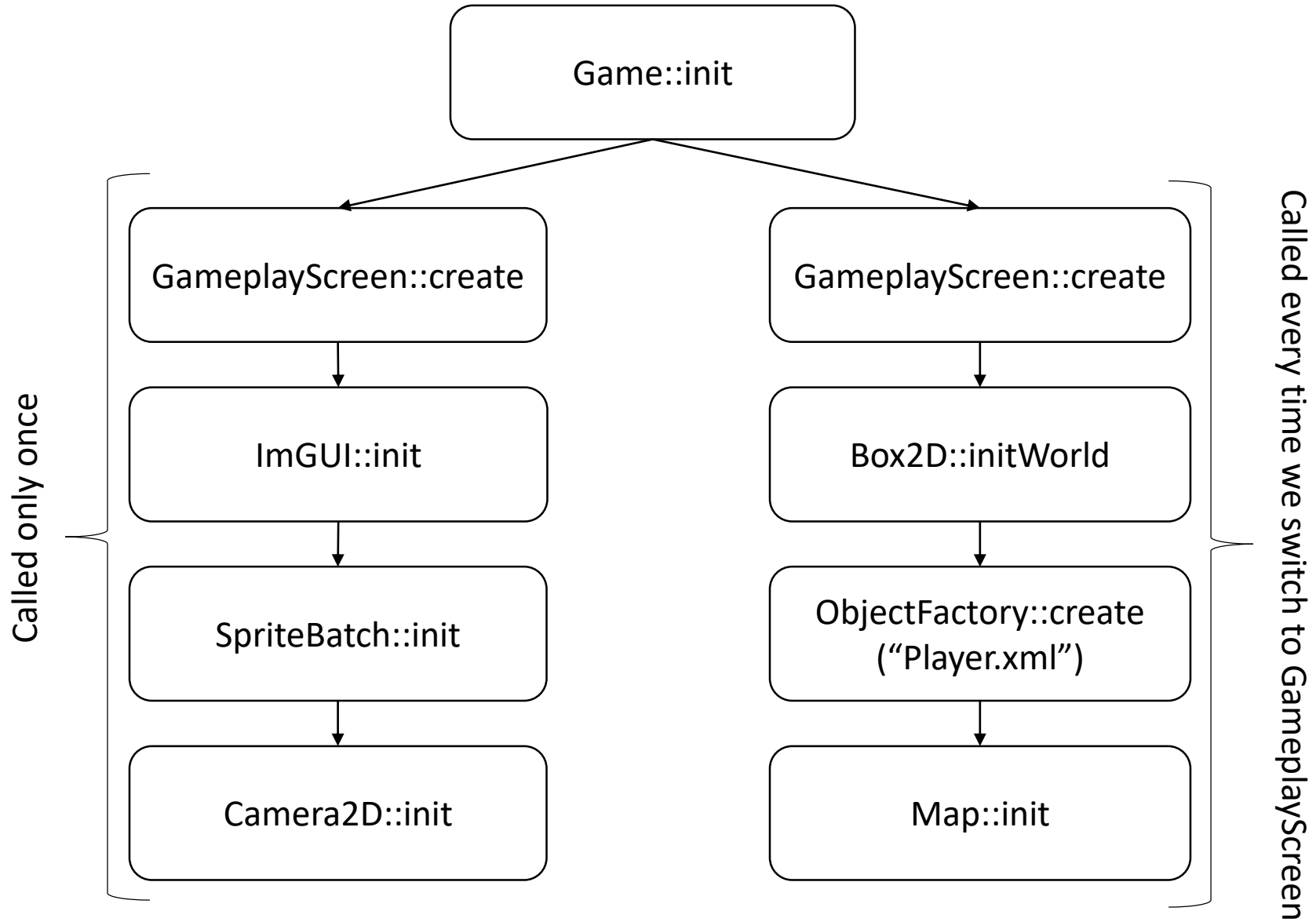
# Diagrams

SunflowerSpaniel

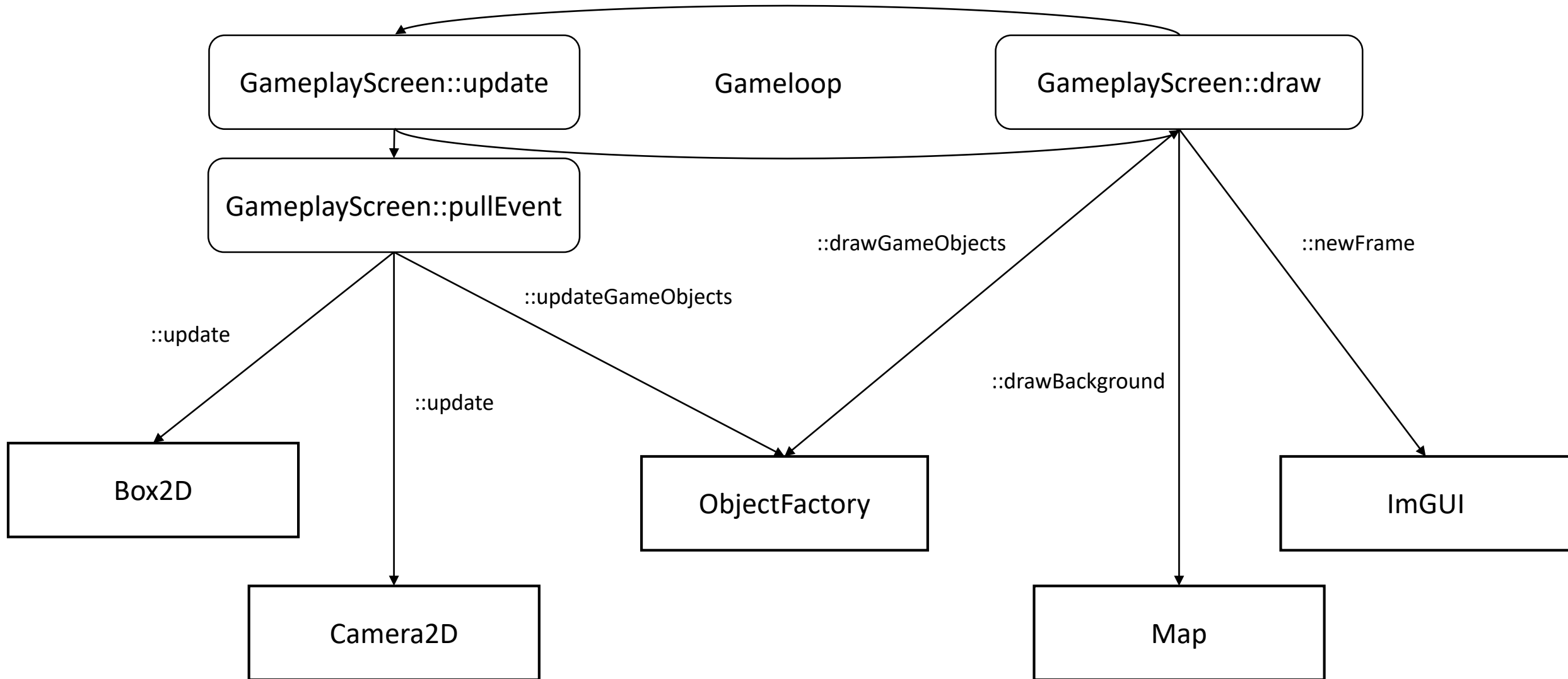
# Main Loop



# Initialization



# GameplayScreen Interaction



# “Player” components structure

