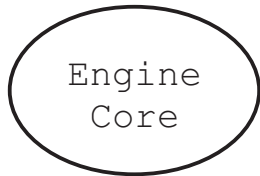


MonoGameLoop

Update ()



Draw ()



Update ()



Draw ()

AchiveLevels
↻ Update ()

LeaderUpdate ()

UpdateLight ()

current
VisibleTiles
↻ Draw ()

LeaderDraw ()

DrawMiniMap ()