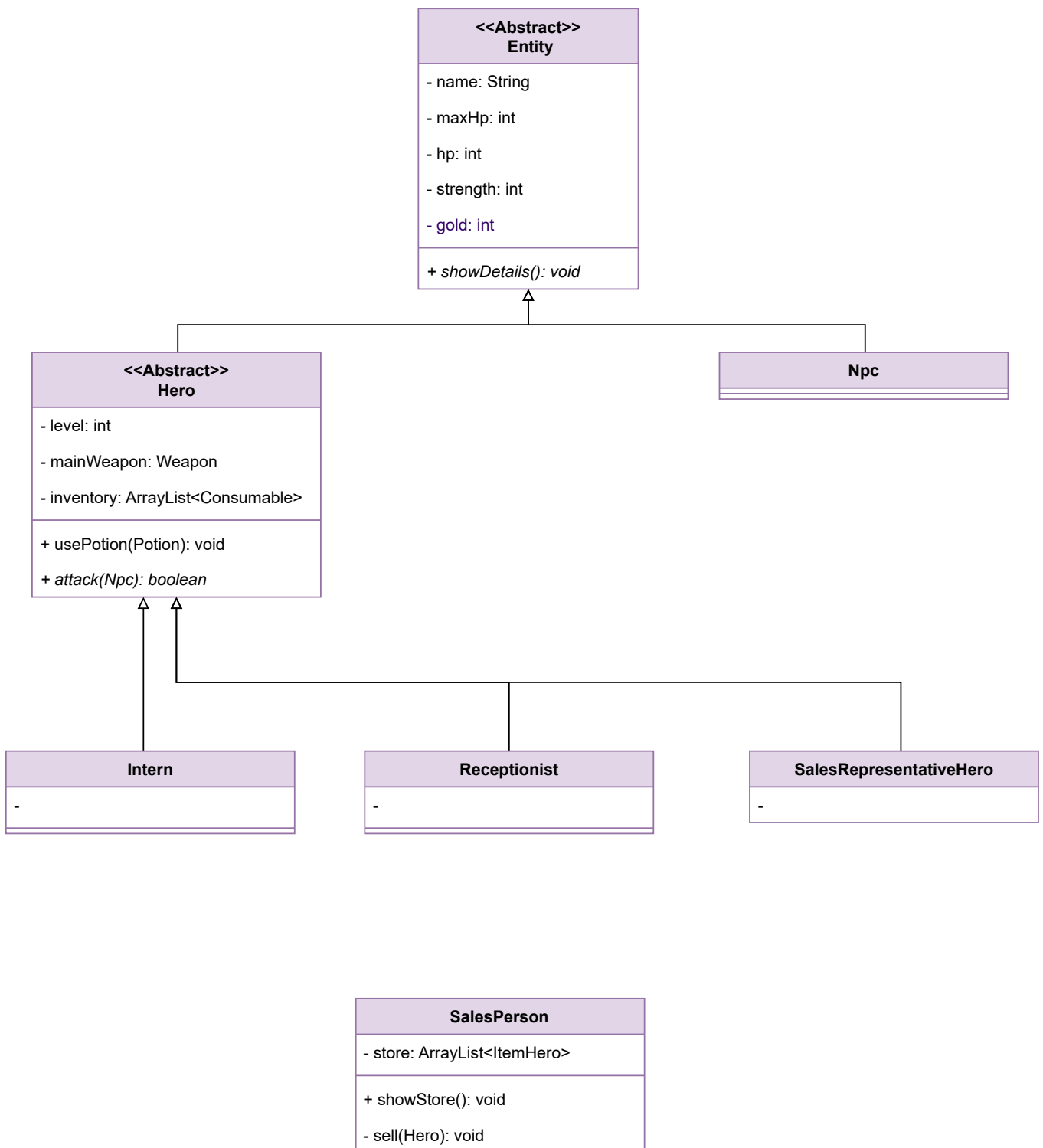
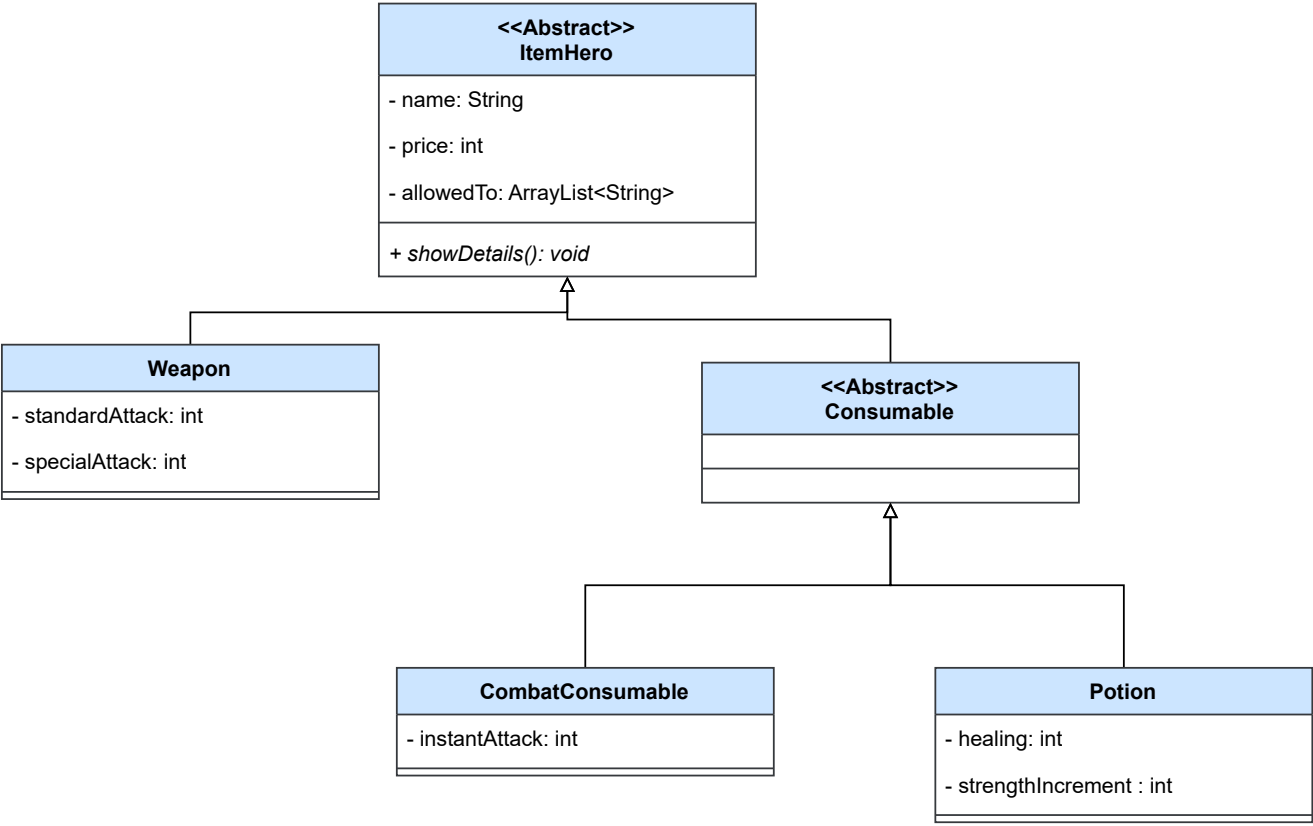


# The Scranton Saga

## Package Entities



Package Items



Package Game

Game
-
+ createHero(): Hero + startGame(Hero): void