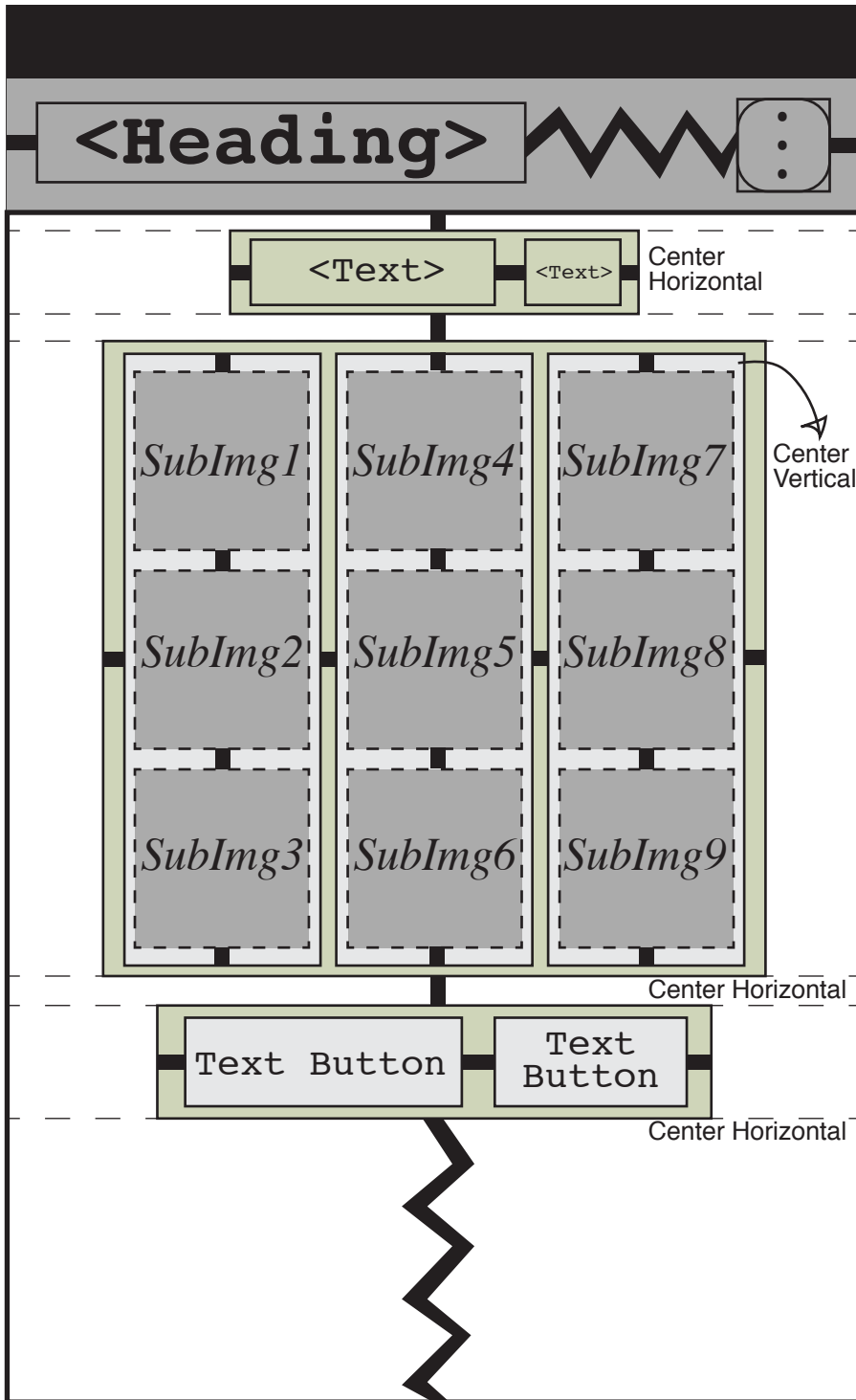


Interactor Hierarchy



- **Column (Vertical Layout)**
 - V. Strut
- **Header (Horizontal Layout)**
 - H. Strut
 - Heading
 - H. Spring
 - Context Menu btn
 - H.Strut
- **V. Strut**
- **Score Display (Horizontal Lyt)**
 - H. Strut
 - Score Label
 - H. Strut
 - Score Value
 - H. Strut
- **V. Strut**
- **Grid (Horizontal Linear Layout)**
 - H. Strut
 - Column1 (Vertical Lyt)
 - V. Strut
 - Sub-image1,1
 - V. Strut
 - Sub-image2,1
 - V. Strut
 - Sub-image3,1
 - V. Strut
 - H. Strut
 - Column2 (Vertical Lyt)
 - V. Strut
 - Sub-image1,2
 - V. Strut
 - Sub-image2,2
 - V. Strut
 - Sub-image3,2
 - V. Strut
 - H. Strut
 - Column3 (Vertical Lyt)
 - V. Strut
 - Sub-image1,3
 - V. Strut
 - Sub-image2,3
 - V. Strut
 - Sub-image3,3
 - V. Strut
 - H. Strut
- **V. Strut**
- **Game Action Button Menu**
 - H. Strut
 - New Game Button
 - H. Strut
 - Change Image Button
 - H. Strut
- **V. Spring**