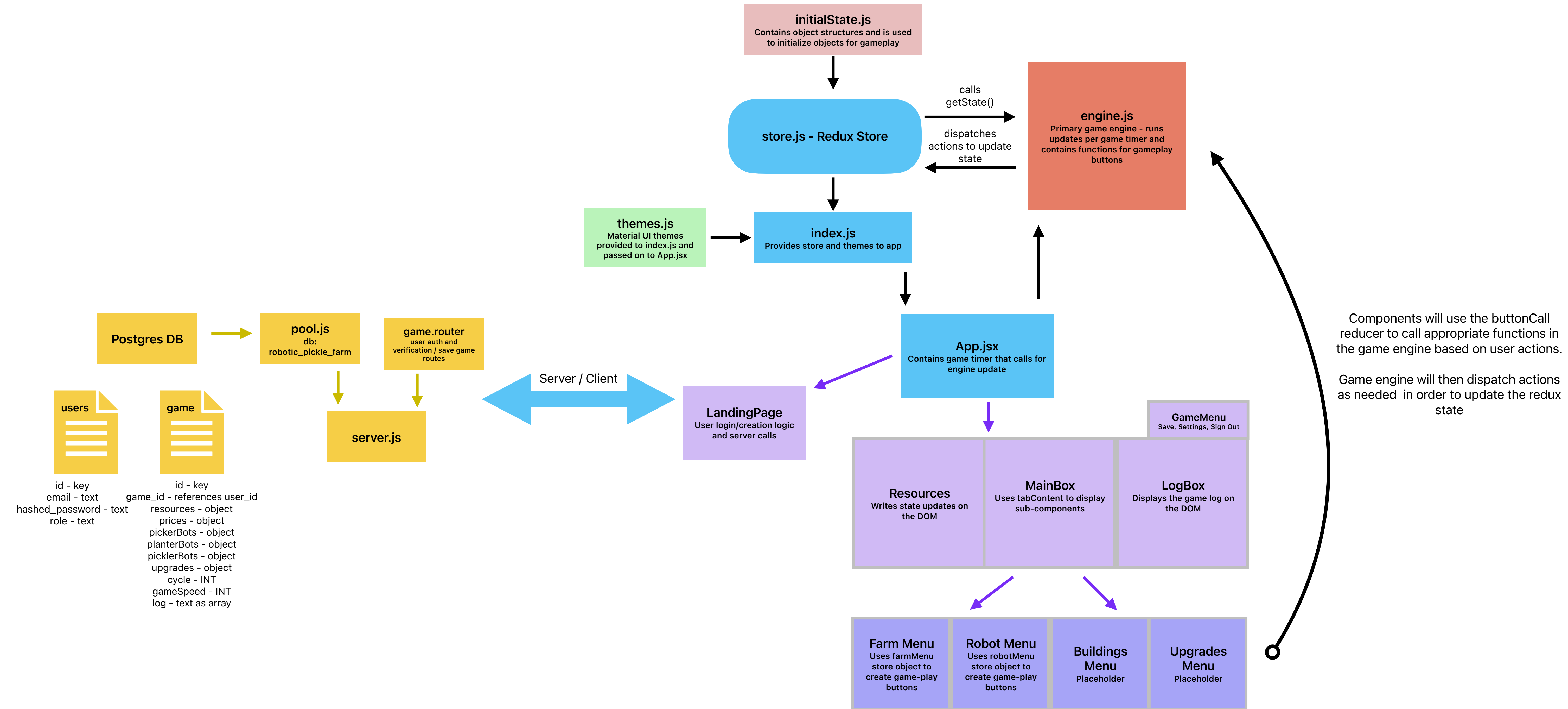
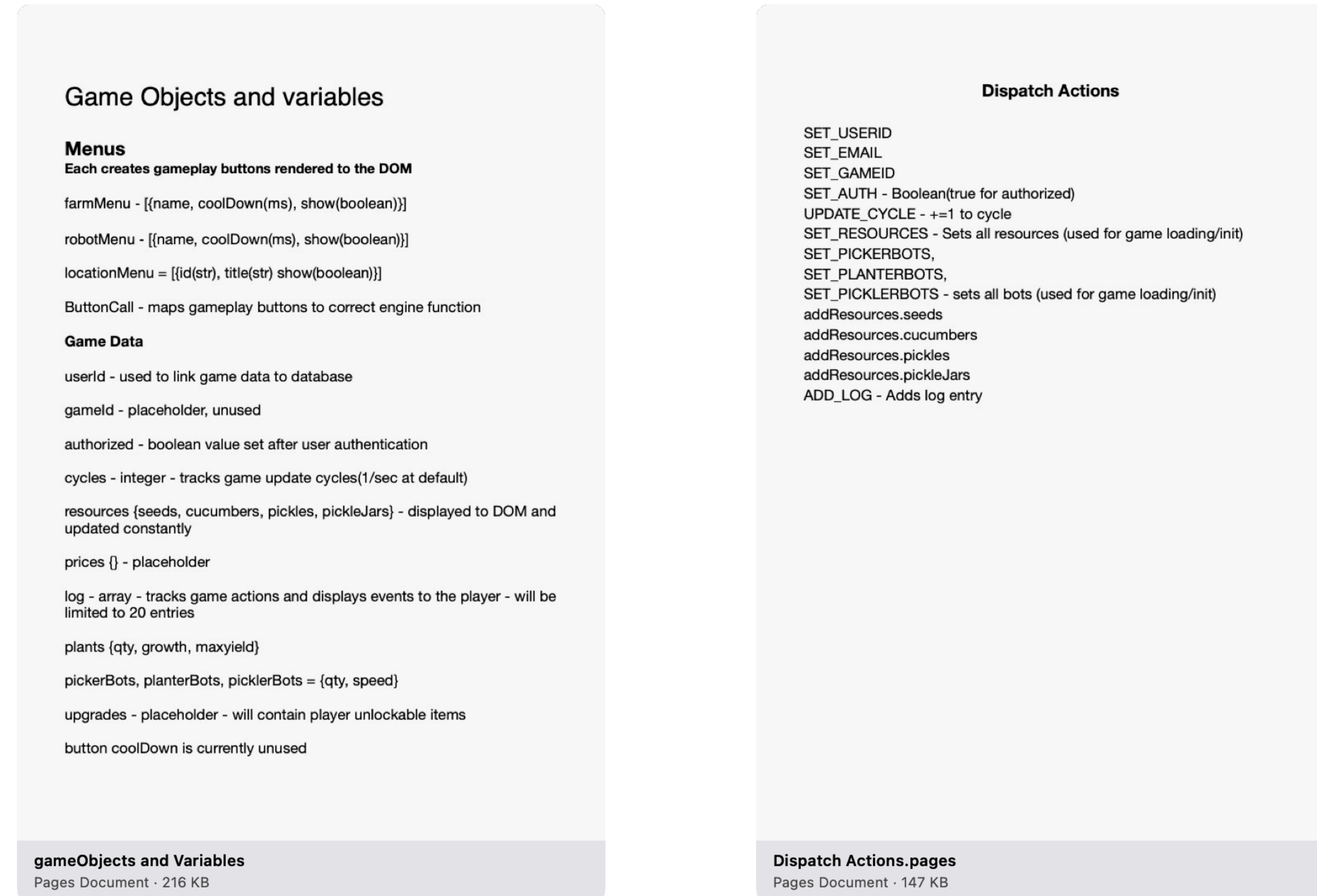


Logic Flow



Objects and Actions



Gameplay Design and Mechanics

