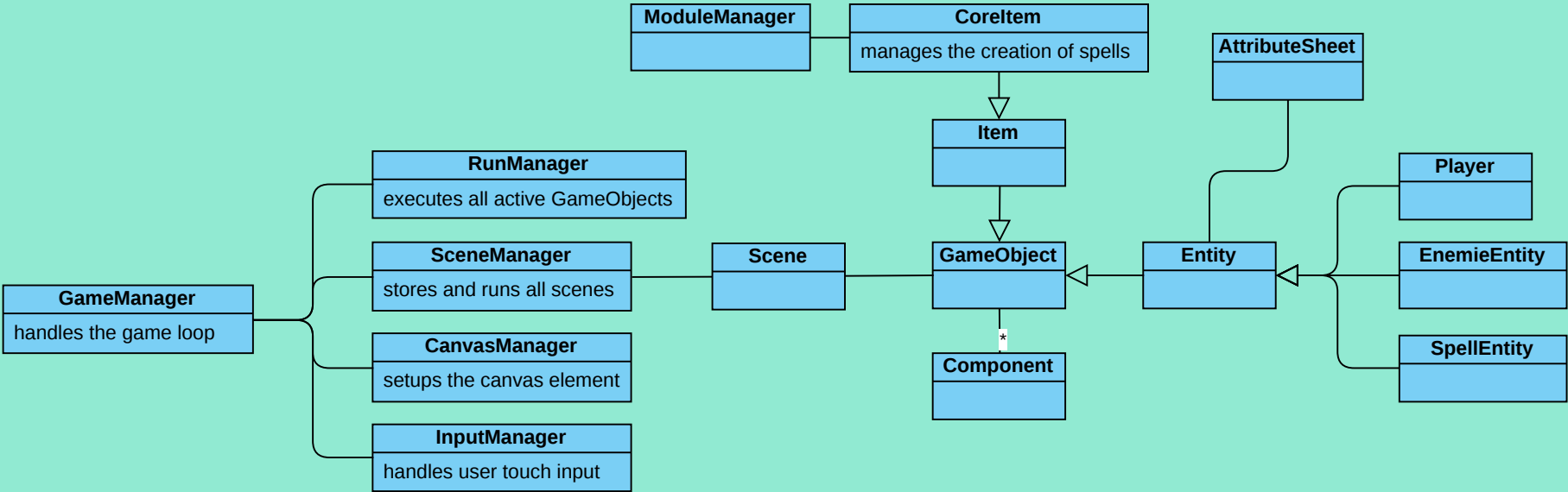
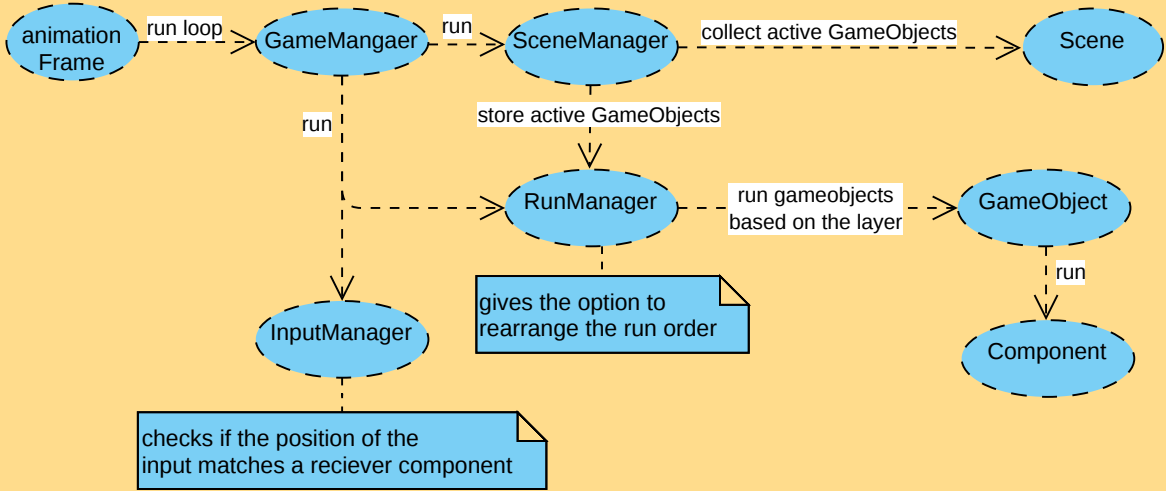


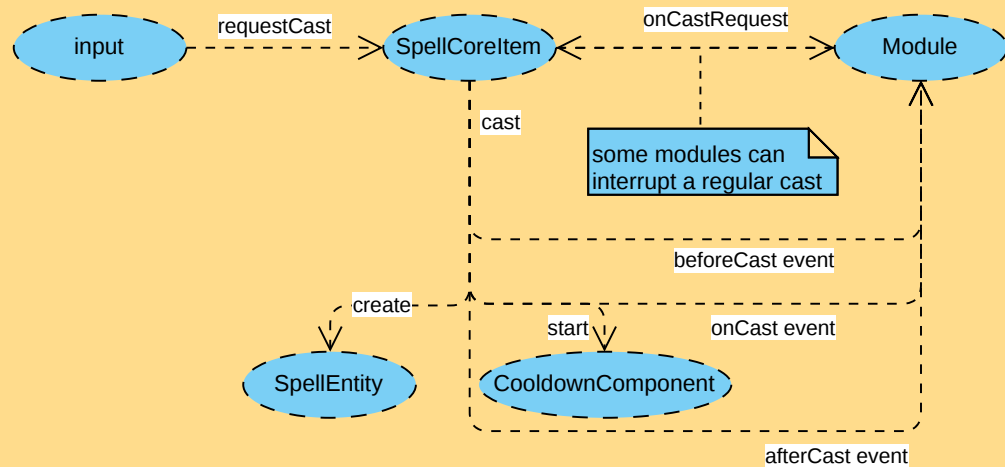
Core Class structure



example of the general run cycle



example of casting a spell



When the spell reaches its target position

