
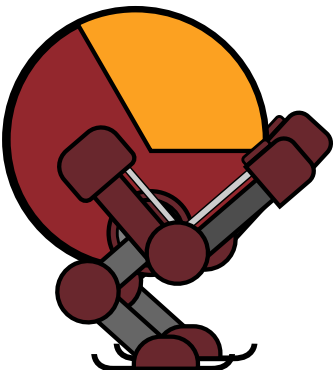


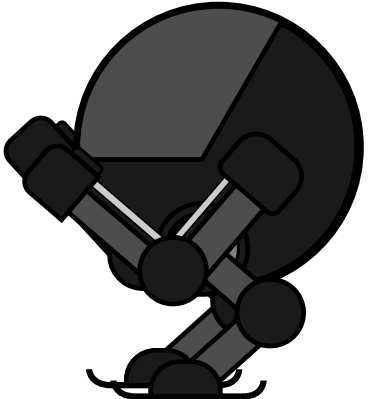
Legend





Camera view



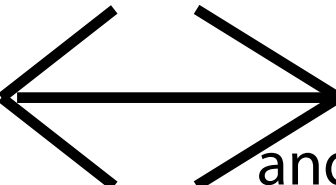
Player



Enemy



Camera bounds



Direction of player and camera movement