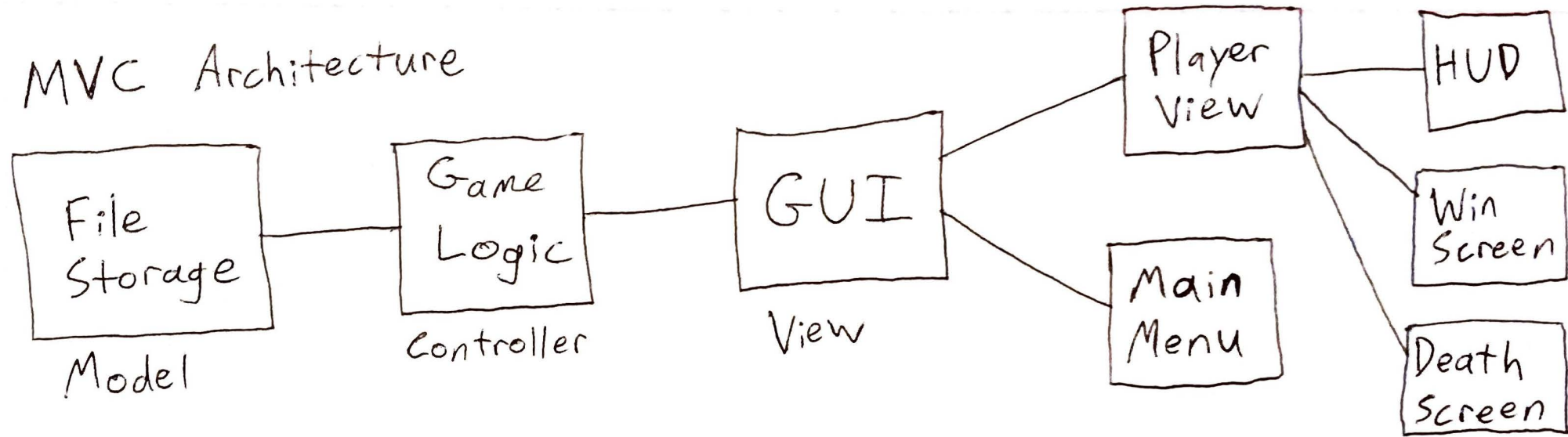


MVC Architecture



File Storage - stores levels, save files, data+logic

Game Logic - handles loading levels, saving/loading, moving, game functions

GUI - displays game, including level map, HUD, and menus