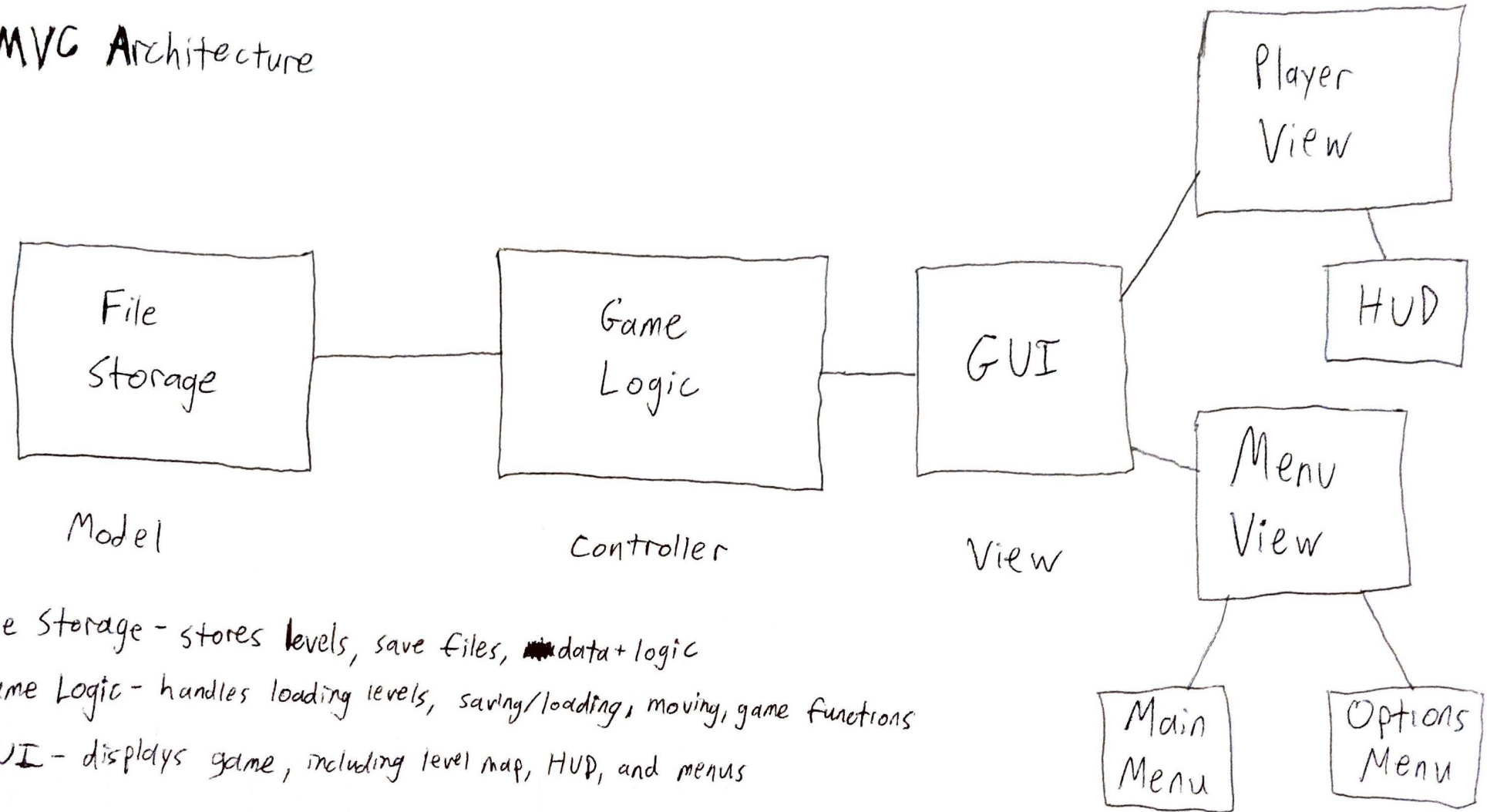


# MVC Architecture



File Storage - stores levels, save files, ~~data~~ data + logic  
Game Logic - handles loading levels, saving/loading, moving, game functions  
GUI - displays game, including level map, HUD, and menus