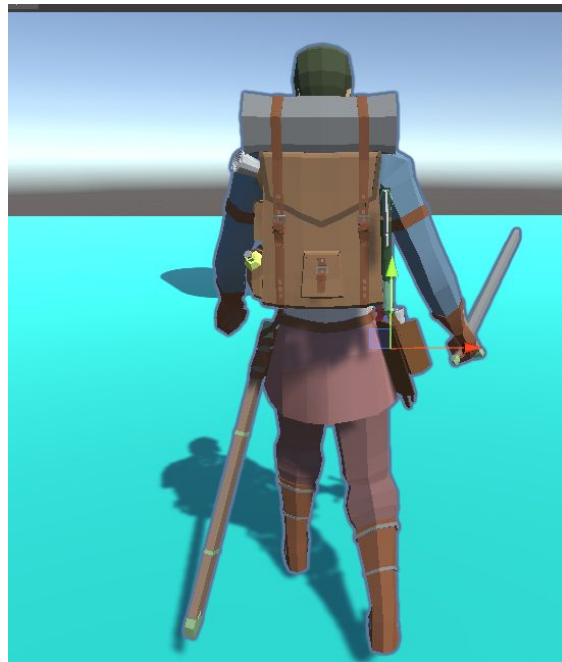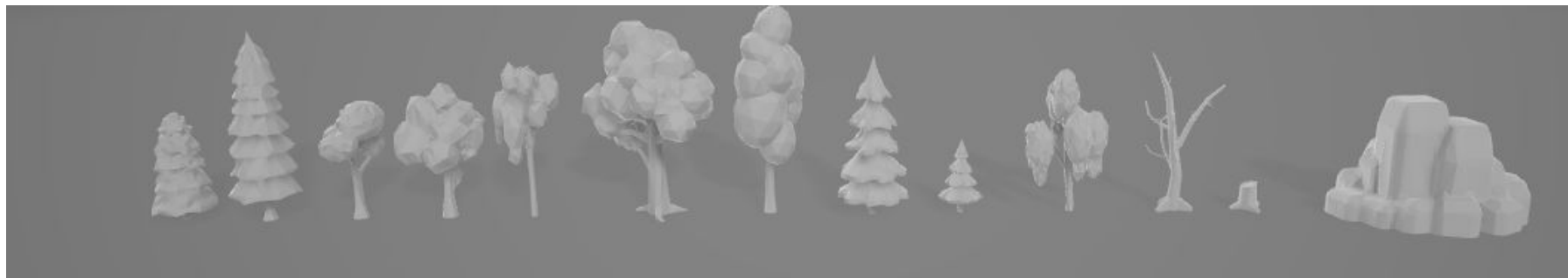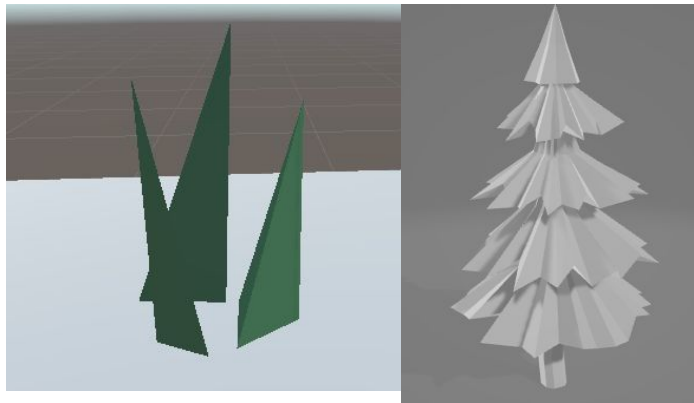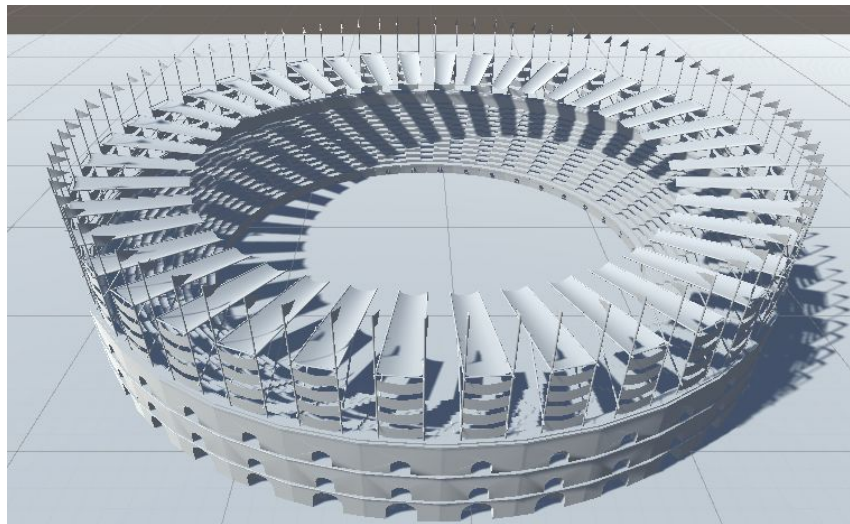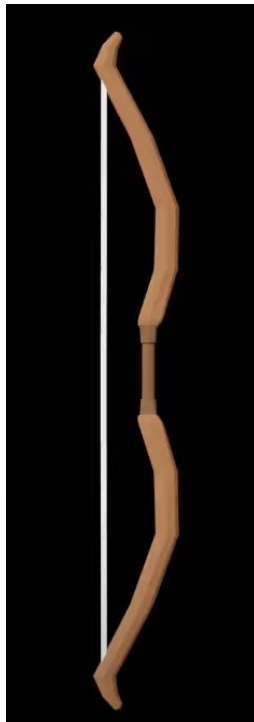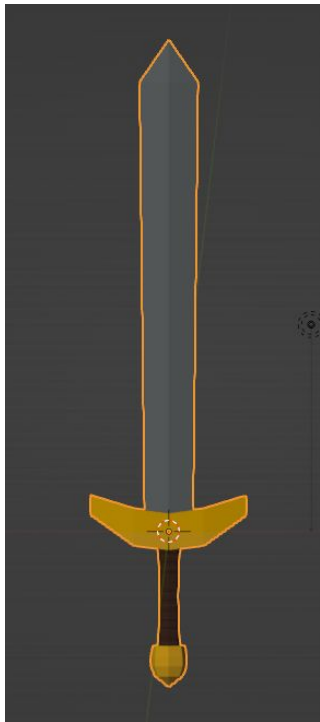# Prototype Presentation

Character asset

Environment Asset

Arena Asset

Weapons

Procedural Map Generation