Prototype Presentation
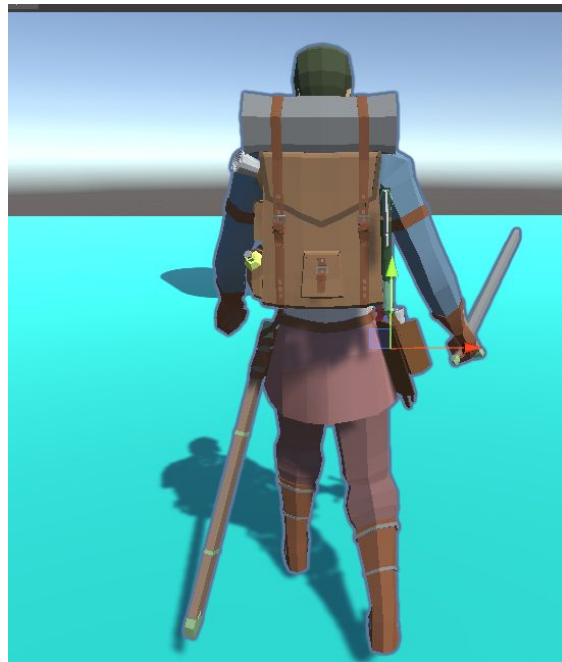
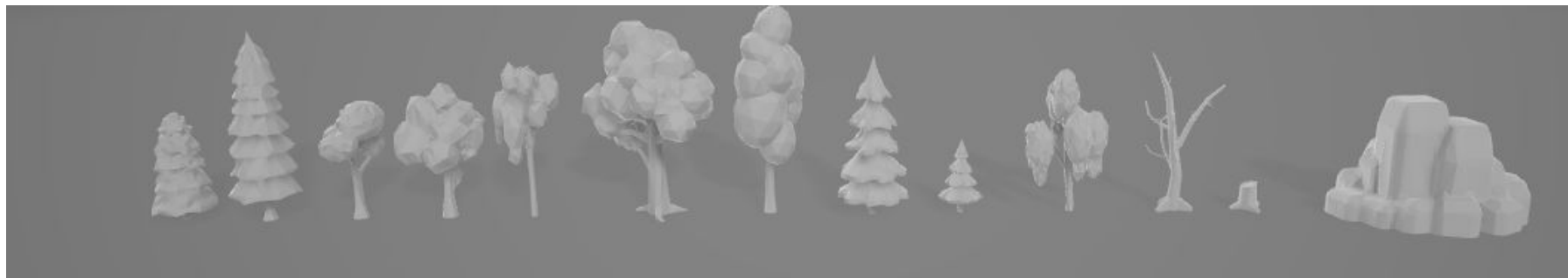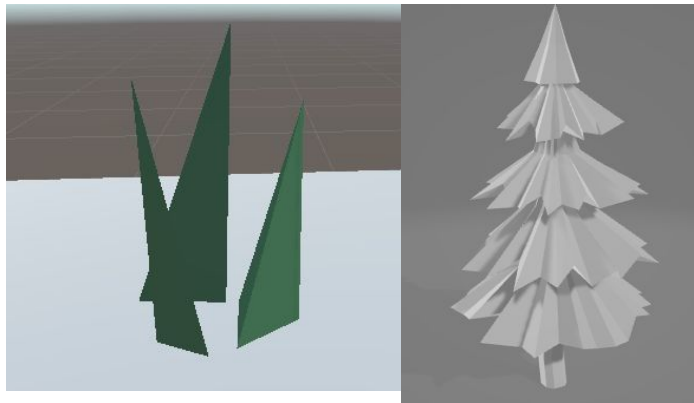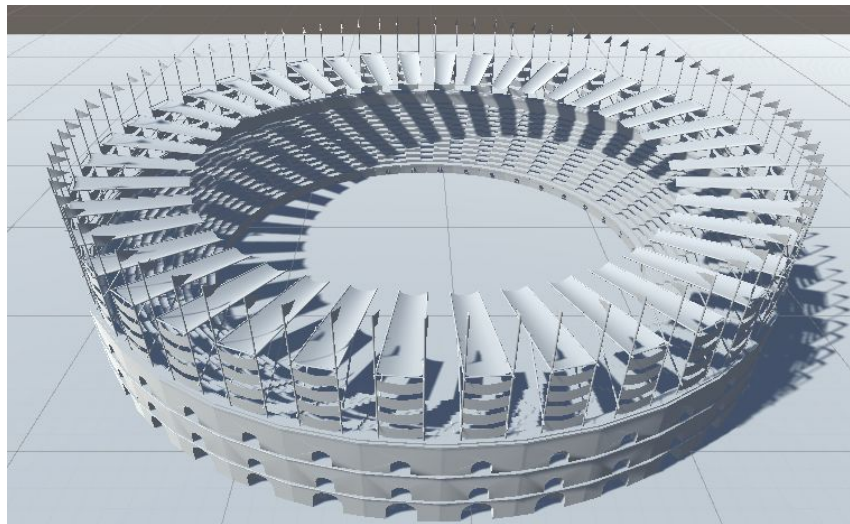# Character asset

Environment Asset

Arena Asset

Weapons