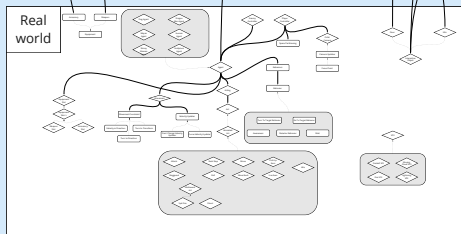
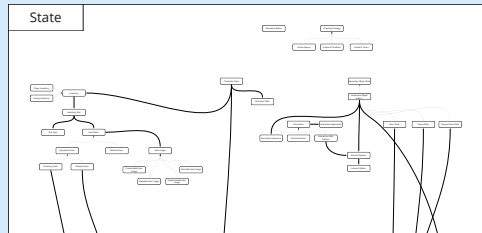


## Gameplay



# Legend

Exception

Content  
library

Unity object

Algorithm

Data

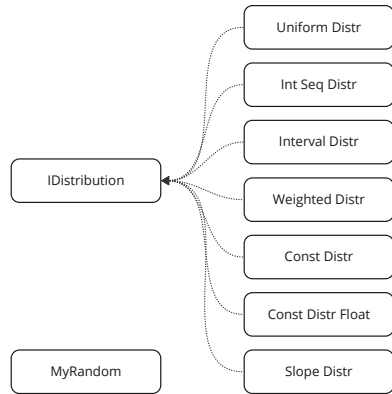
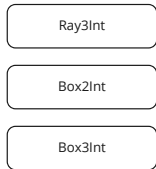
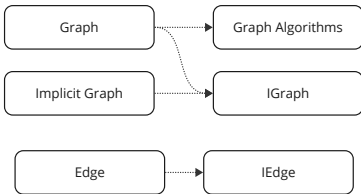
Inherits

From

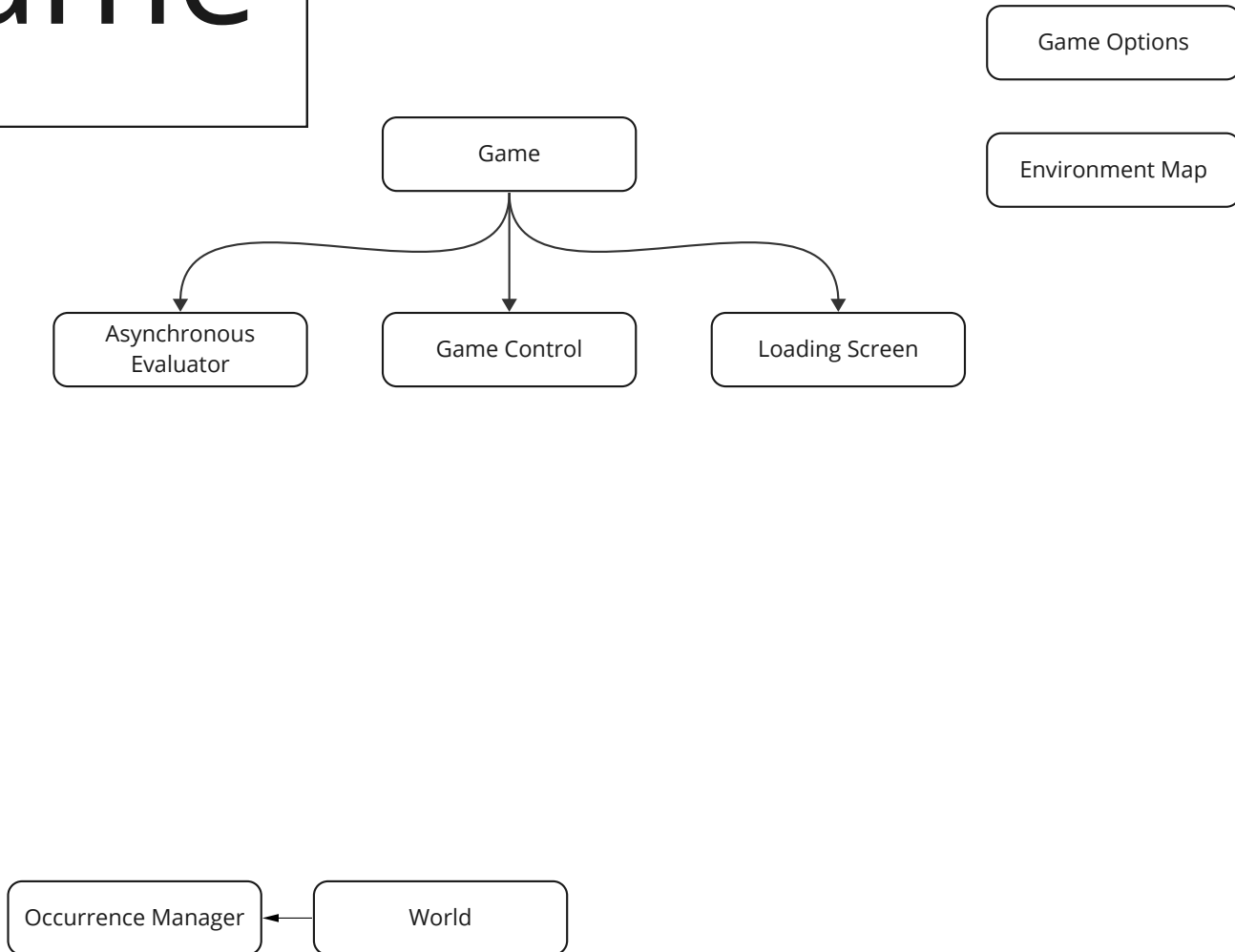
Uses

This

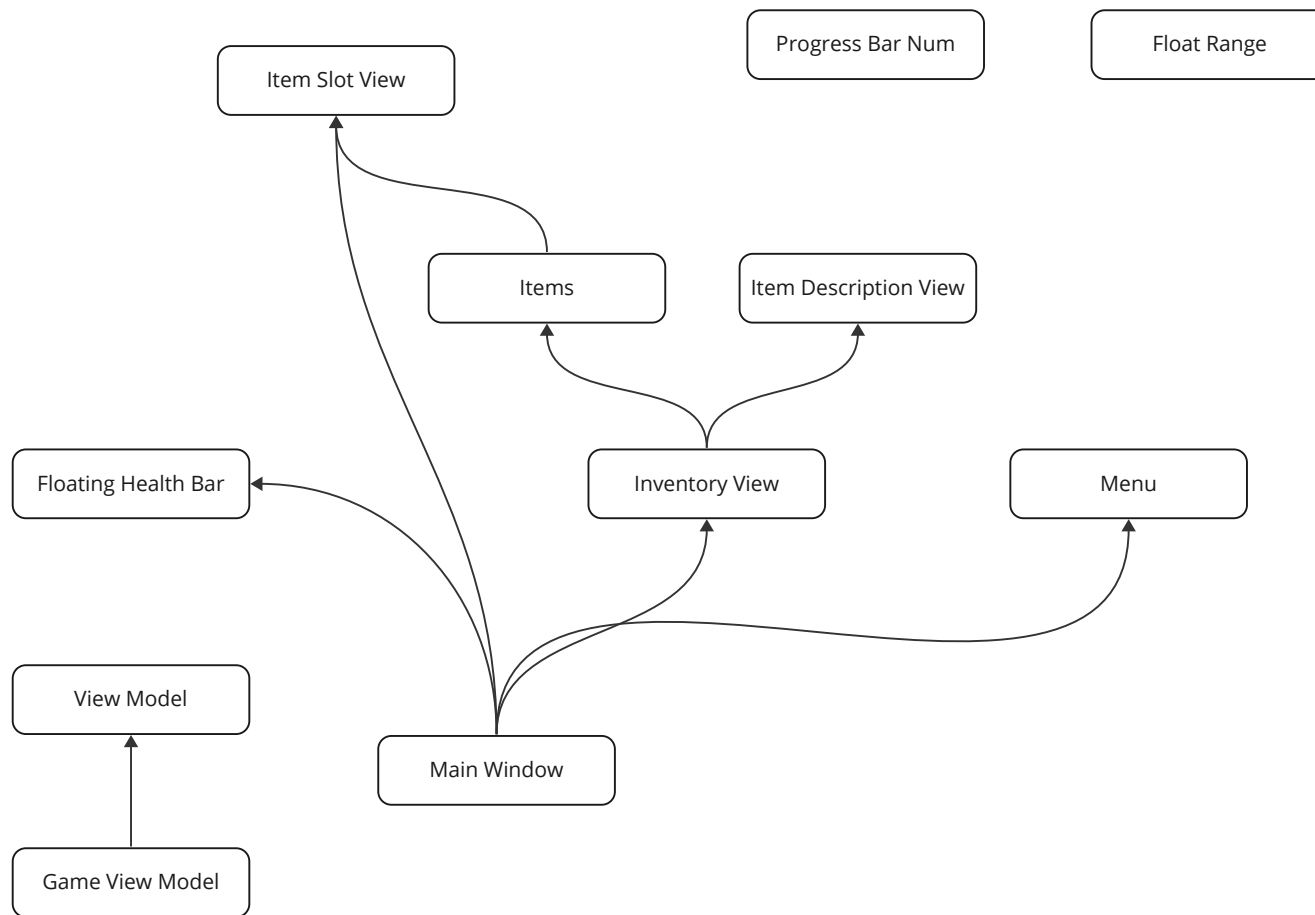
# Util



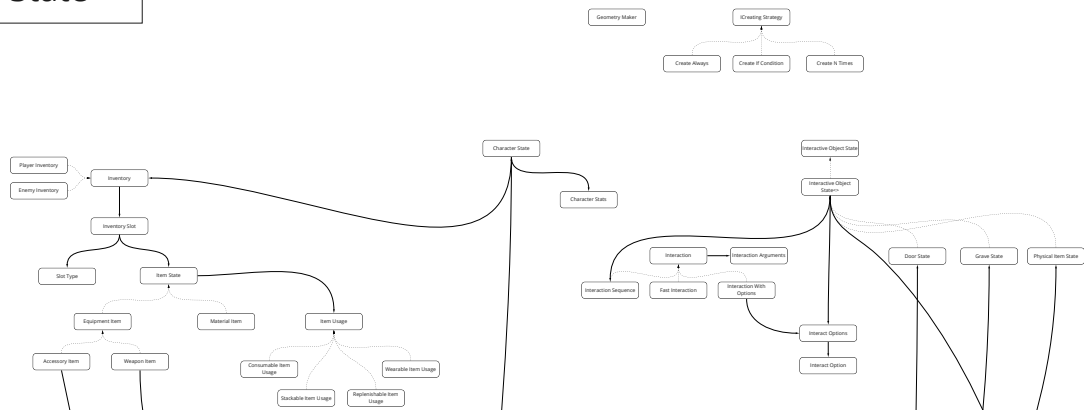
# Game



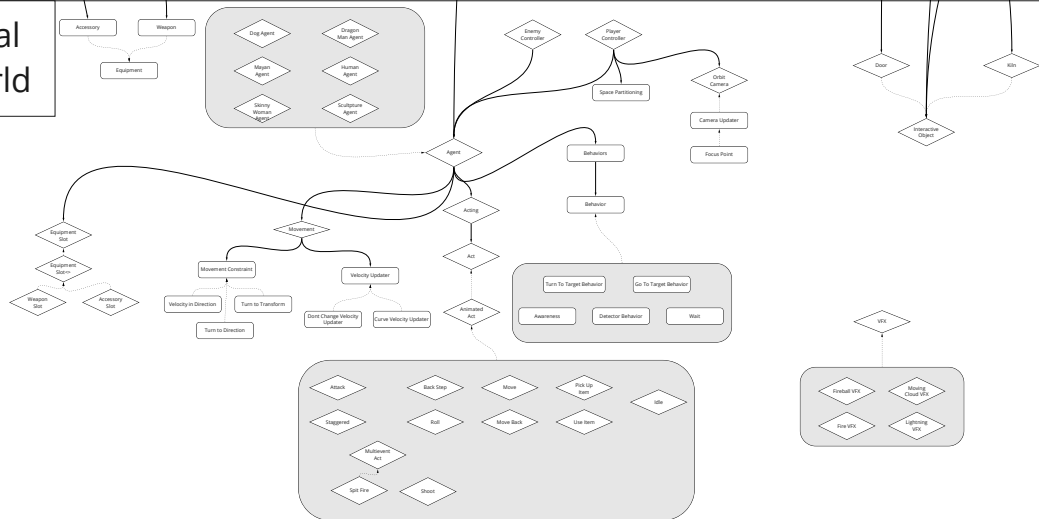
# UI



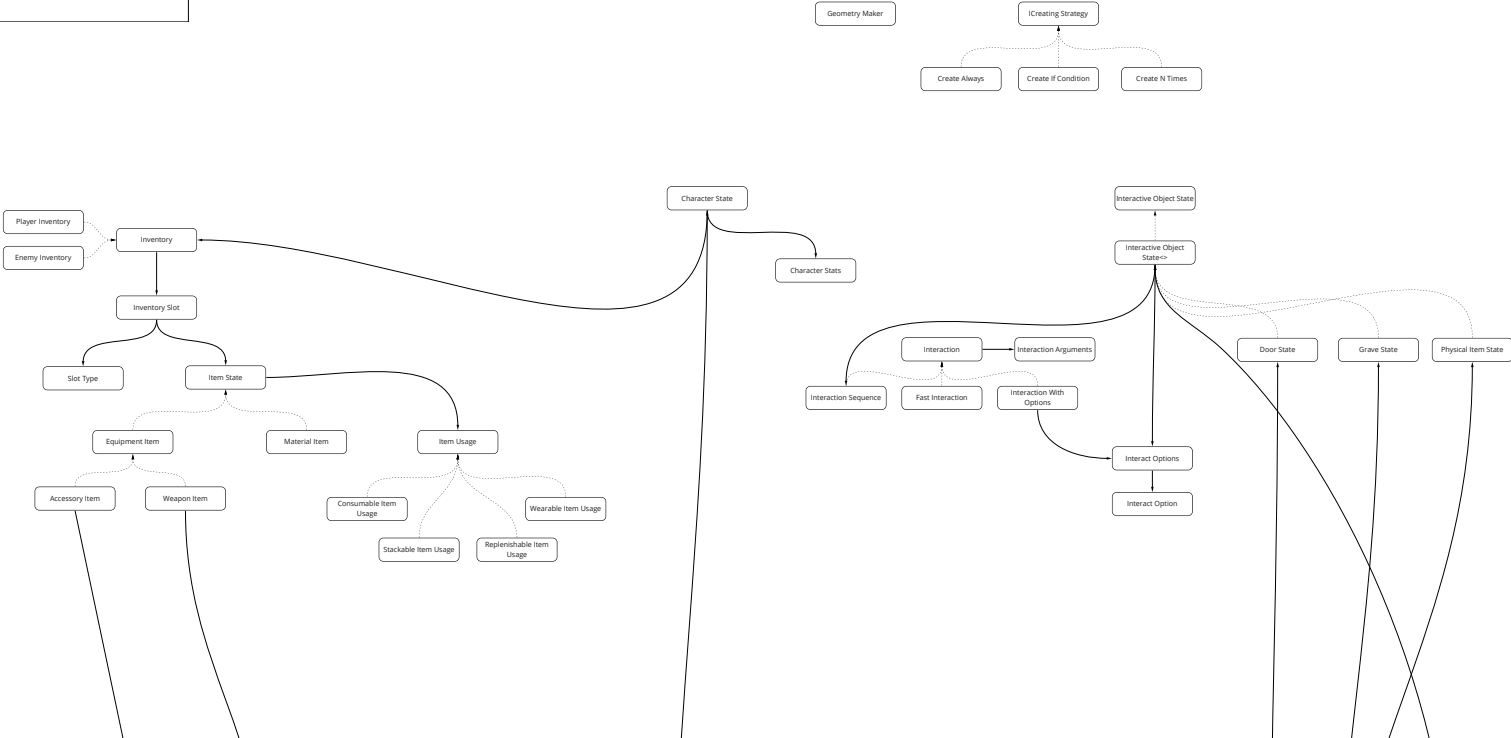
## State



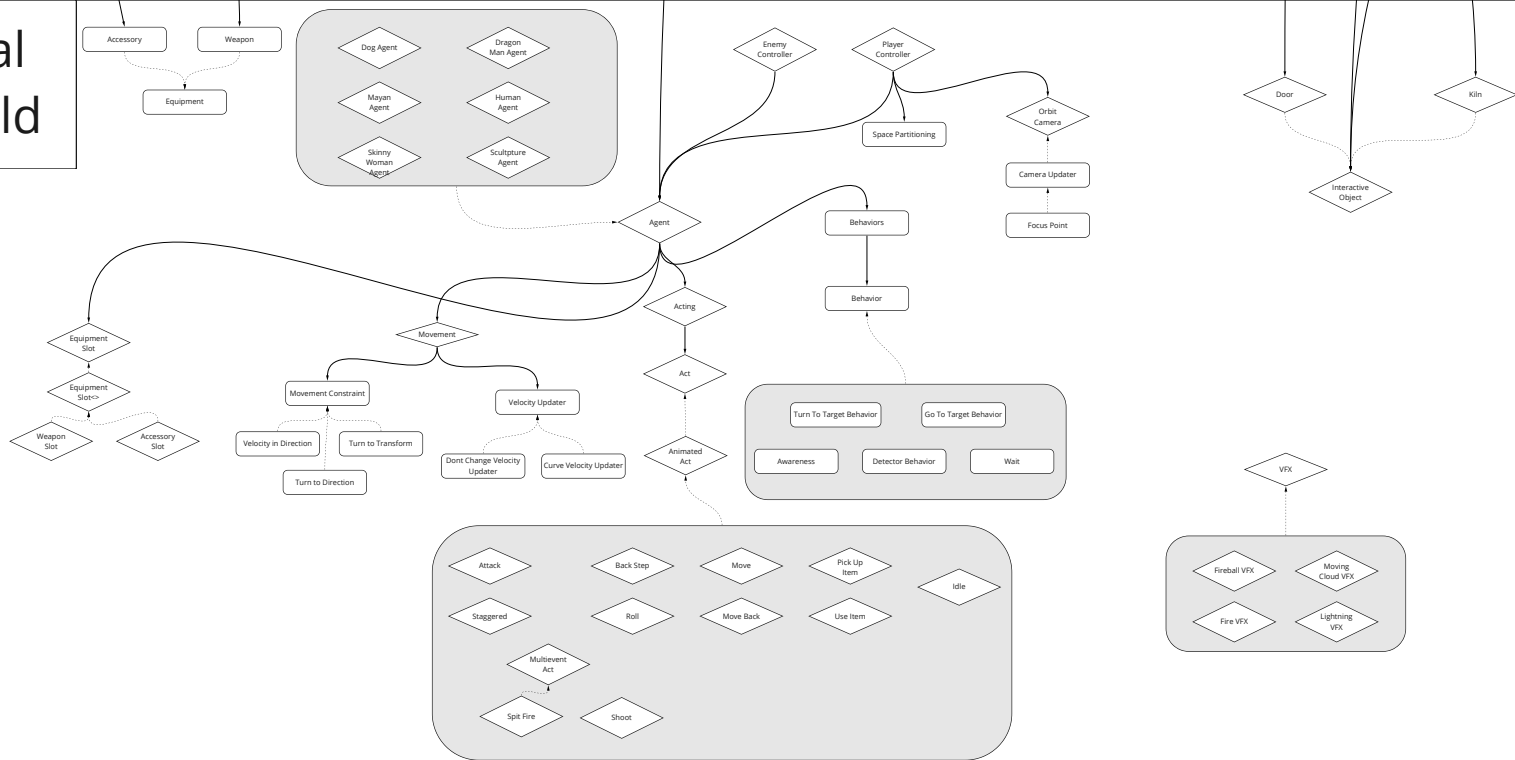
Real  
world



# State

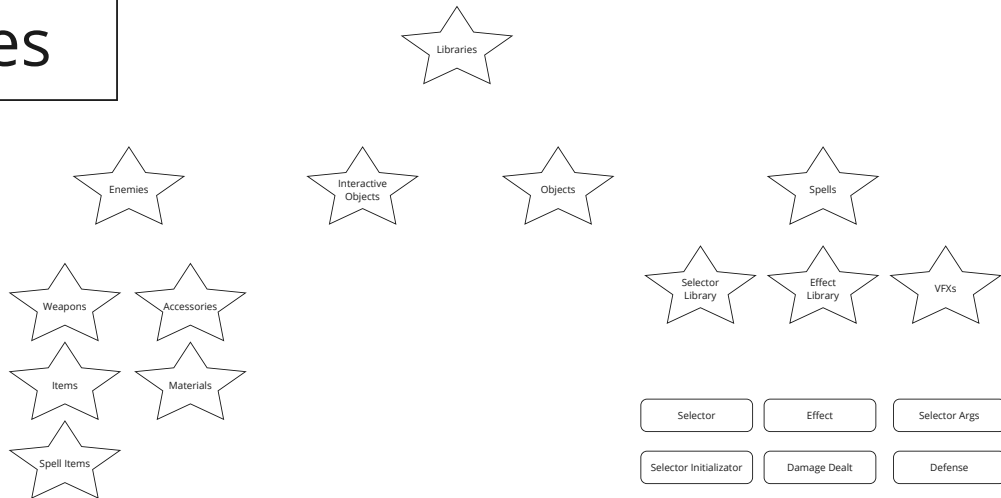


# Real world



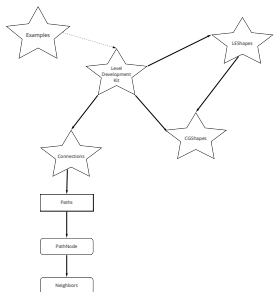


# Libraries

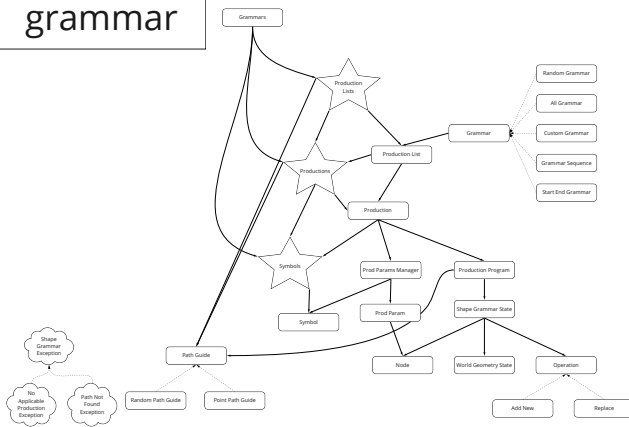


## Environment

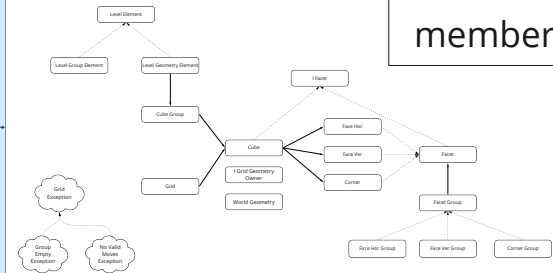
## Shape creation



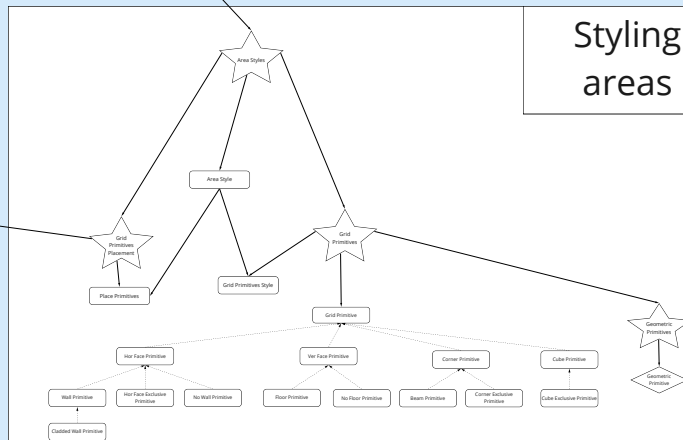
# Shape grammar



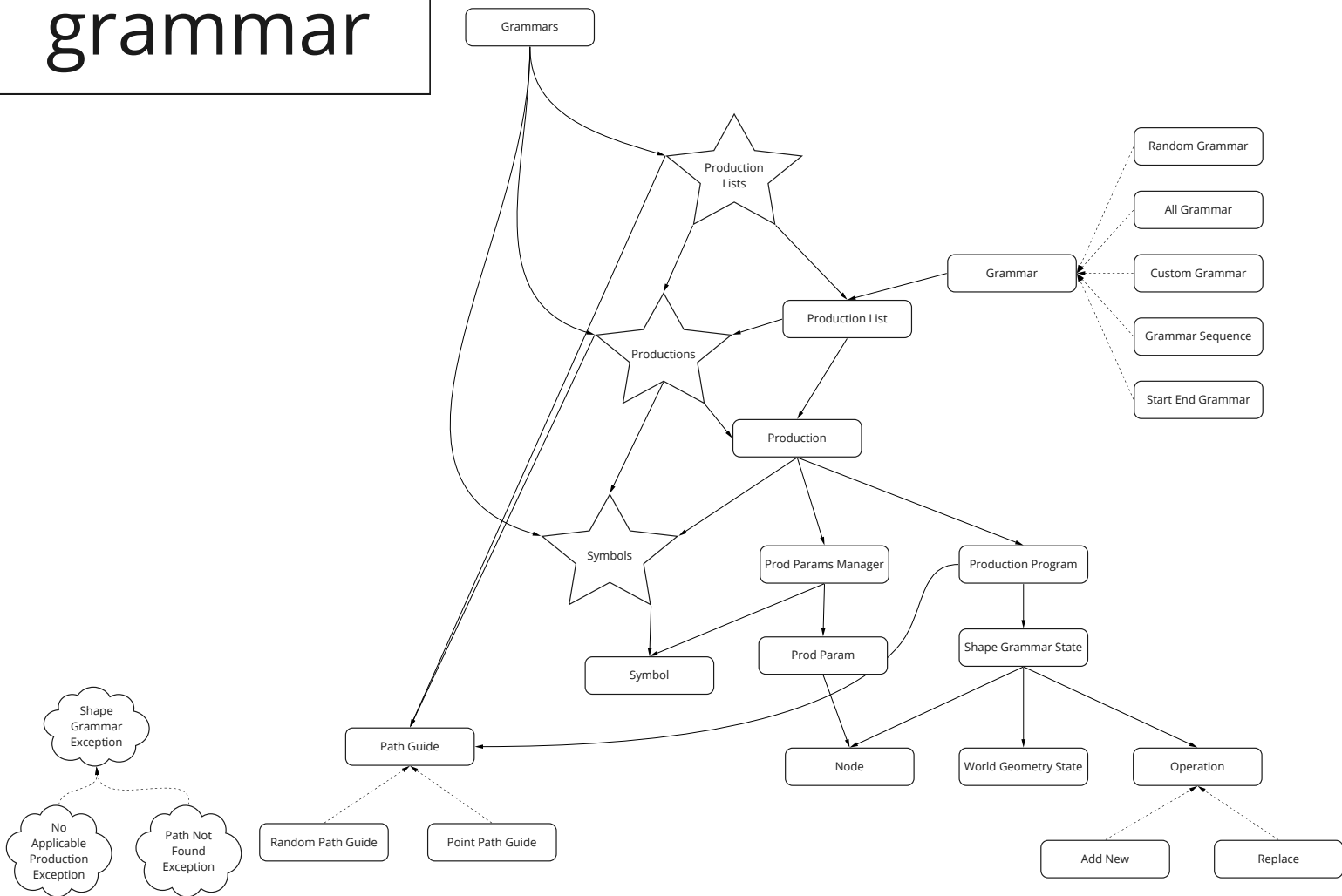
Grid  
members



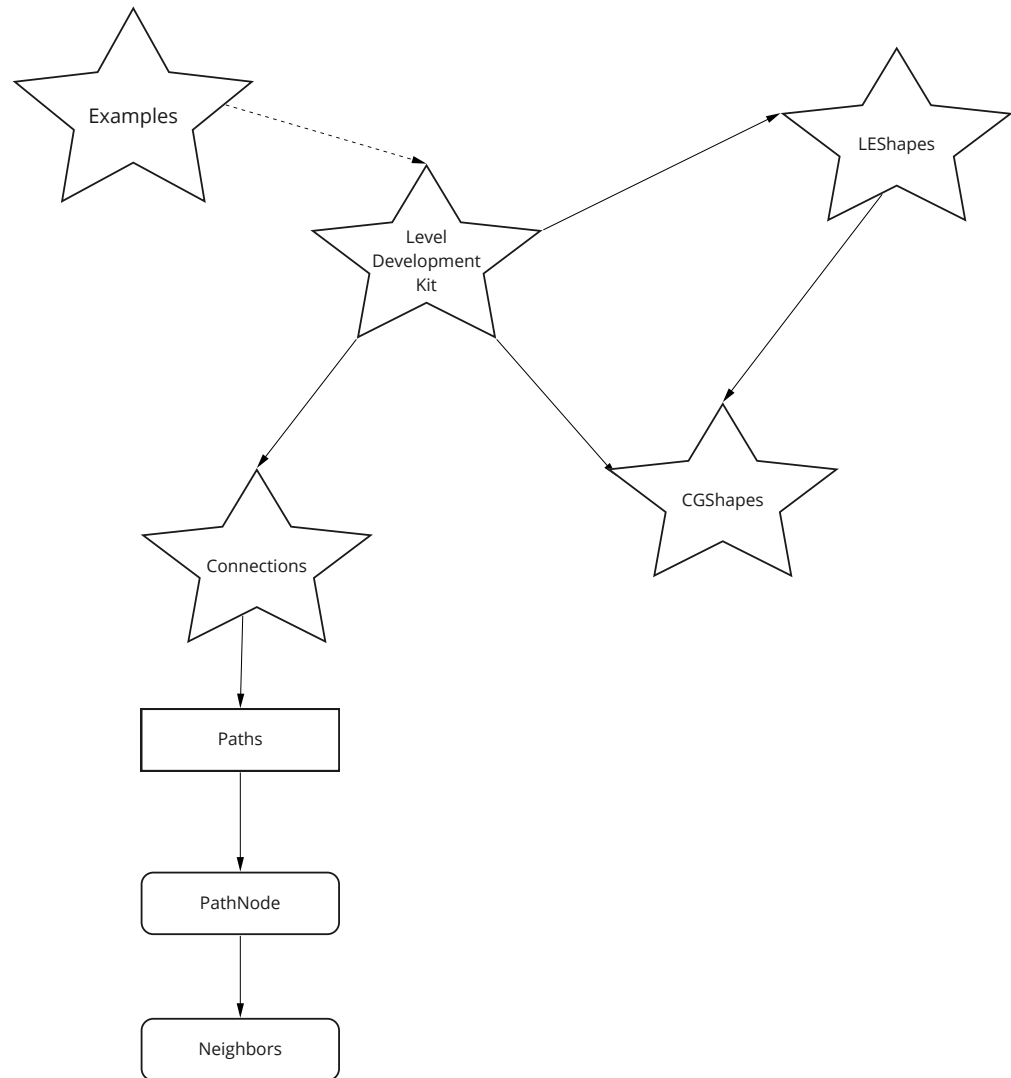
## Styling areas



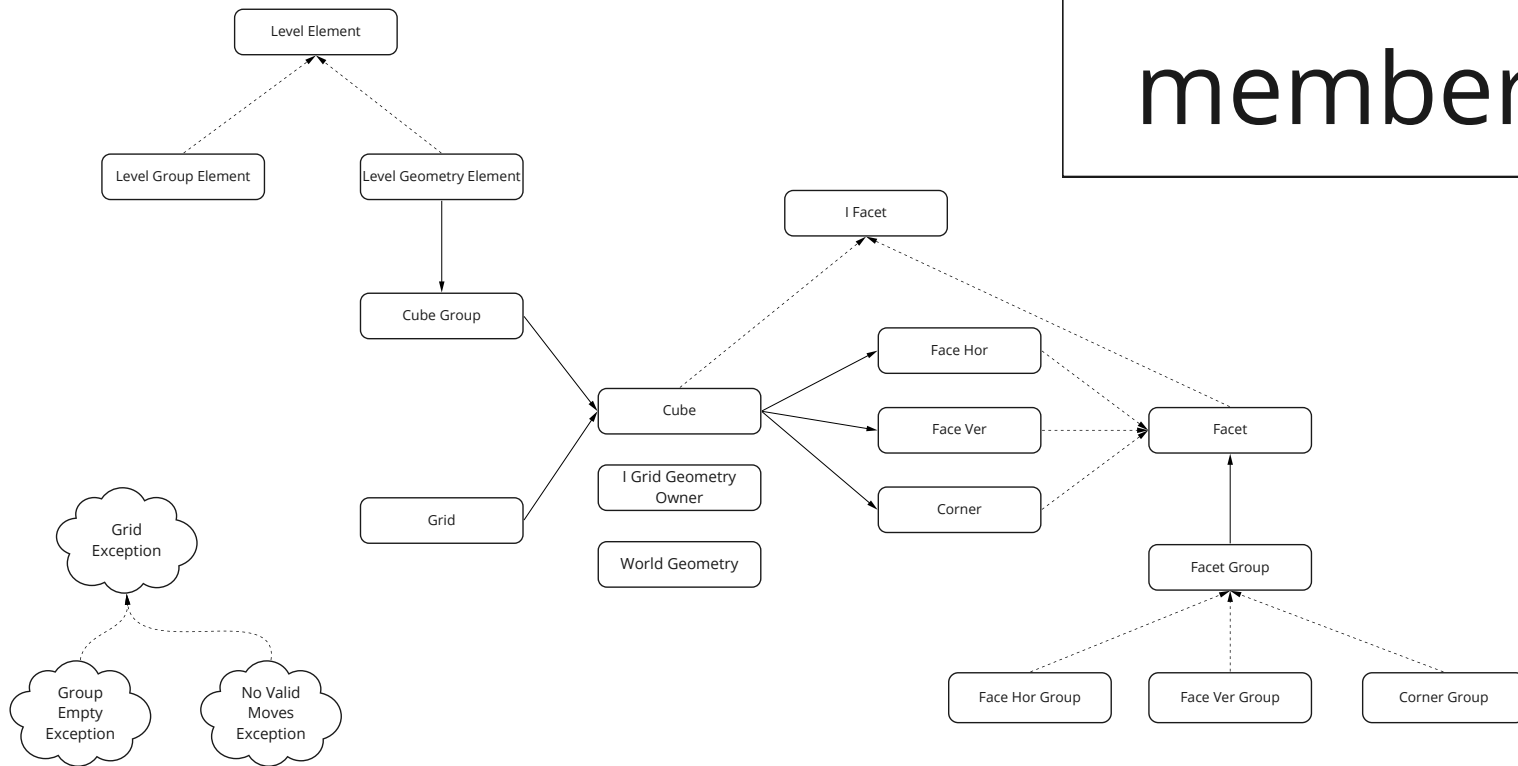
# Shape grammar



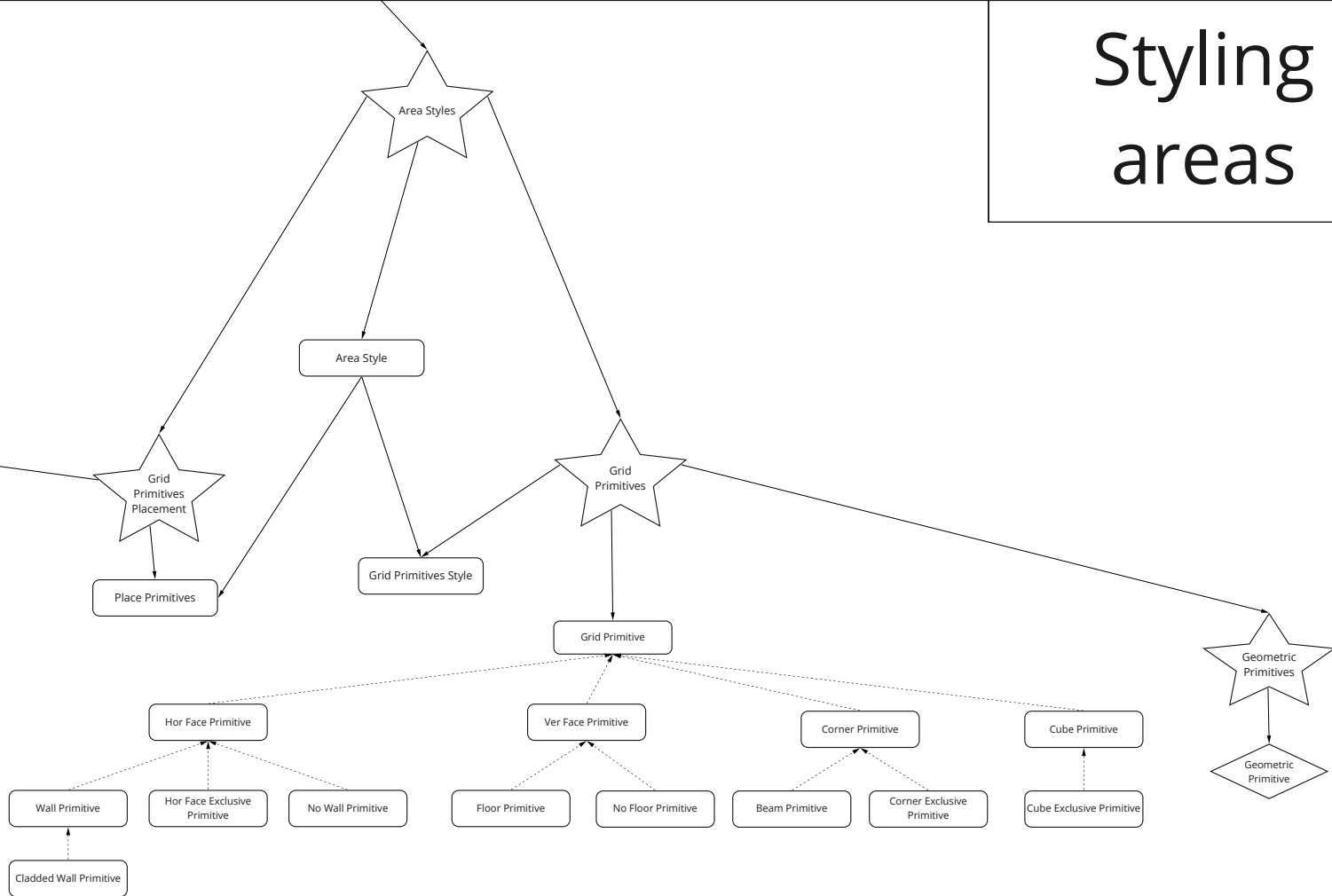
# Shape creation



# Grid members



# Styling areas



# Level design language

