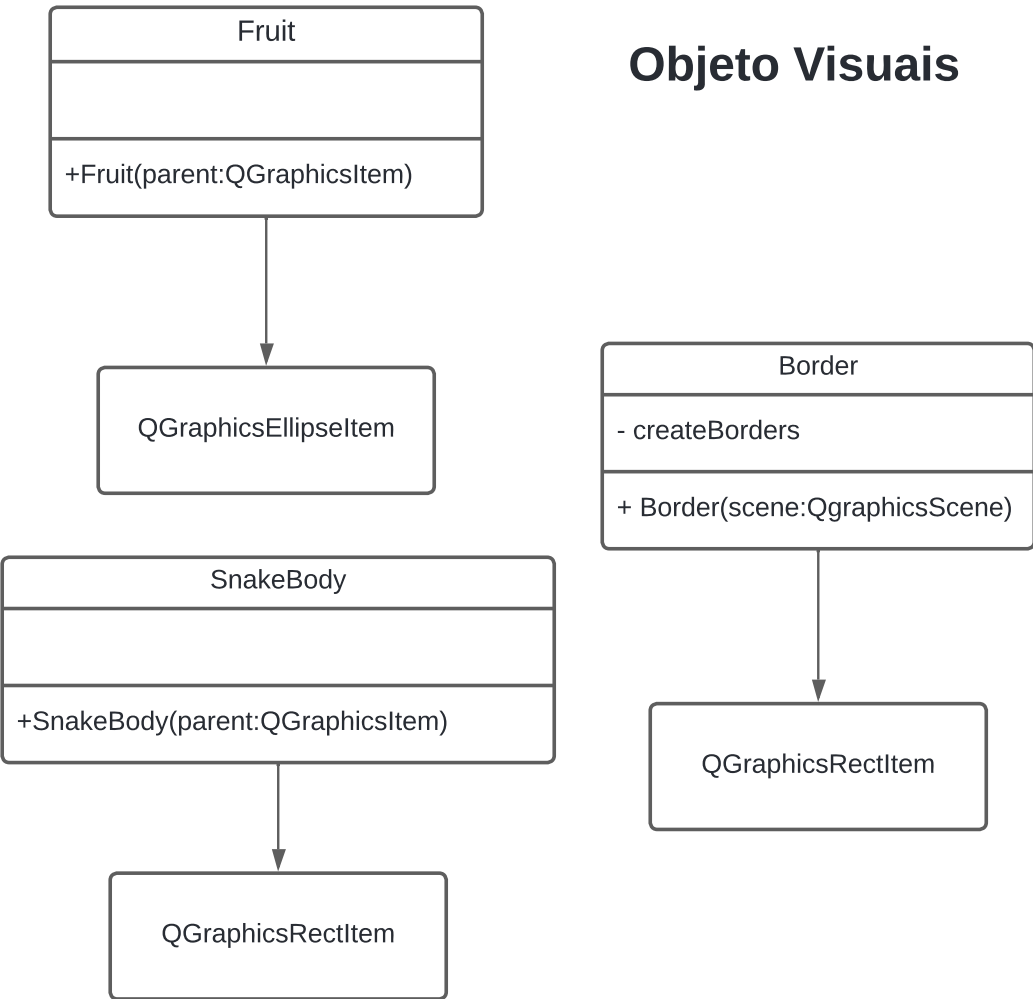
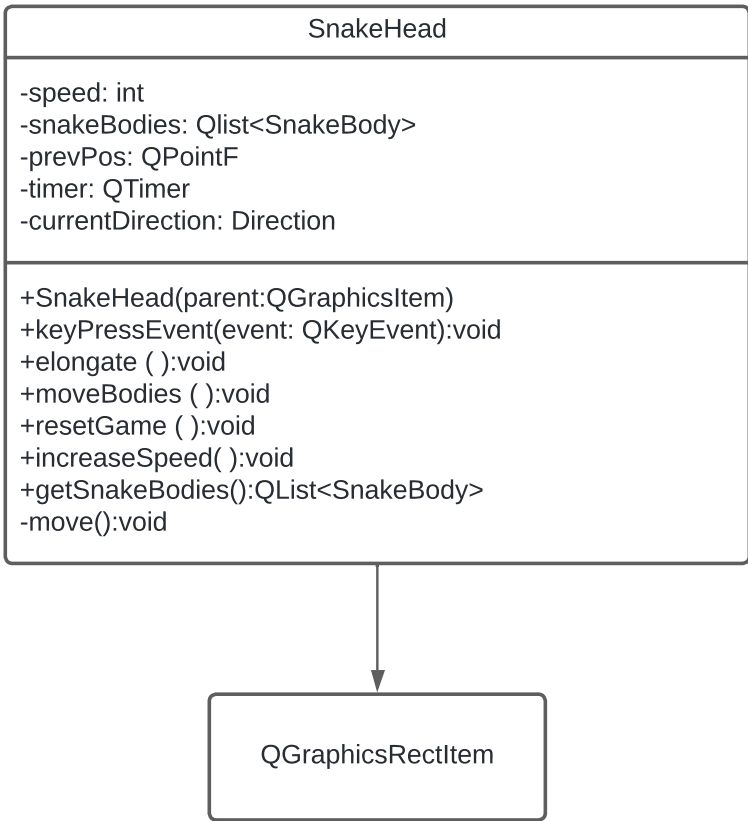


Objeto Visuais



Objeto Visual + Lógica de Jogo



Lógica do jogo

