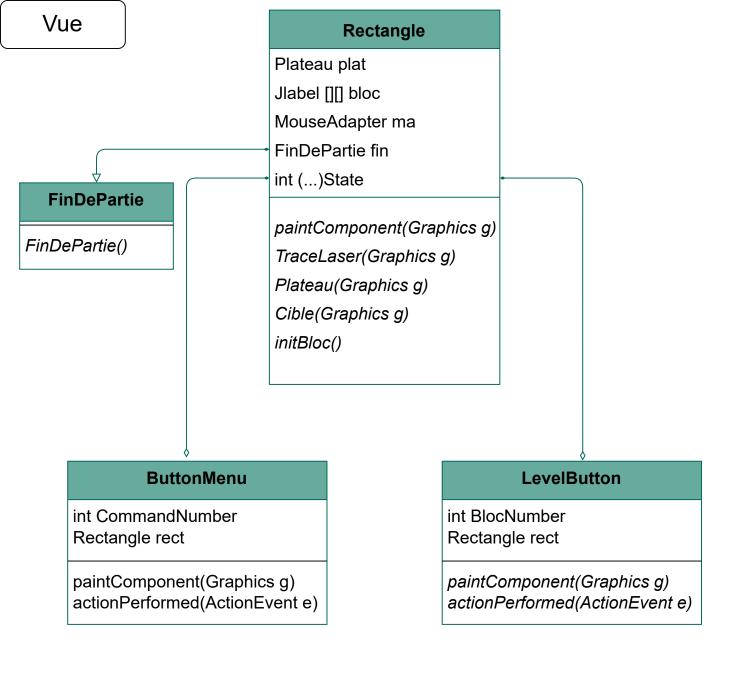


Laser

int orientation

int x,y



Gestion du Jeu

