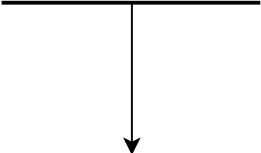


Game time

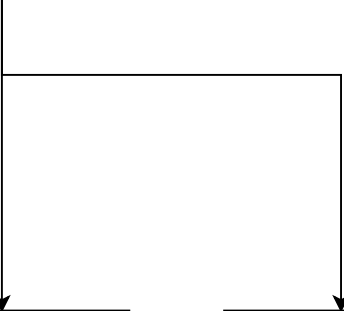


Enemies spawner

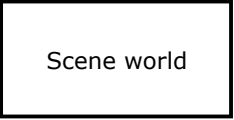
Breeding values

Spawning values

Enemies species prefabs



Enemies pool



Scene world