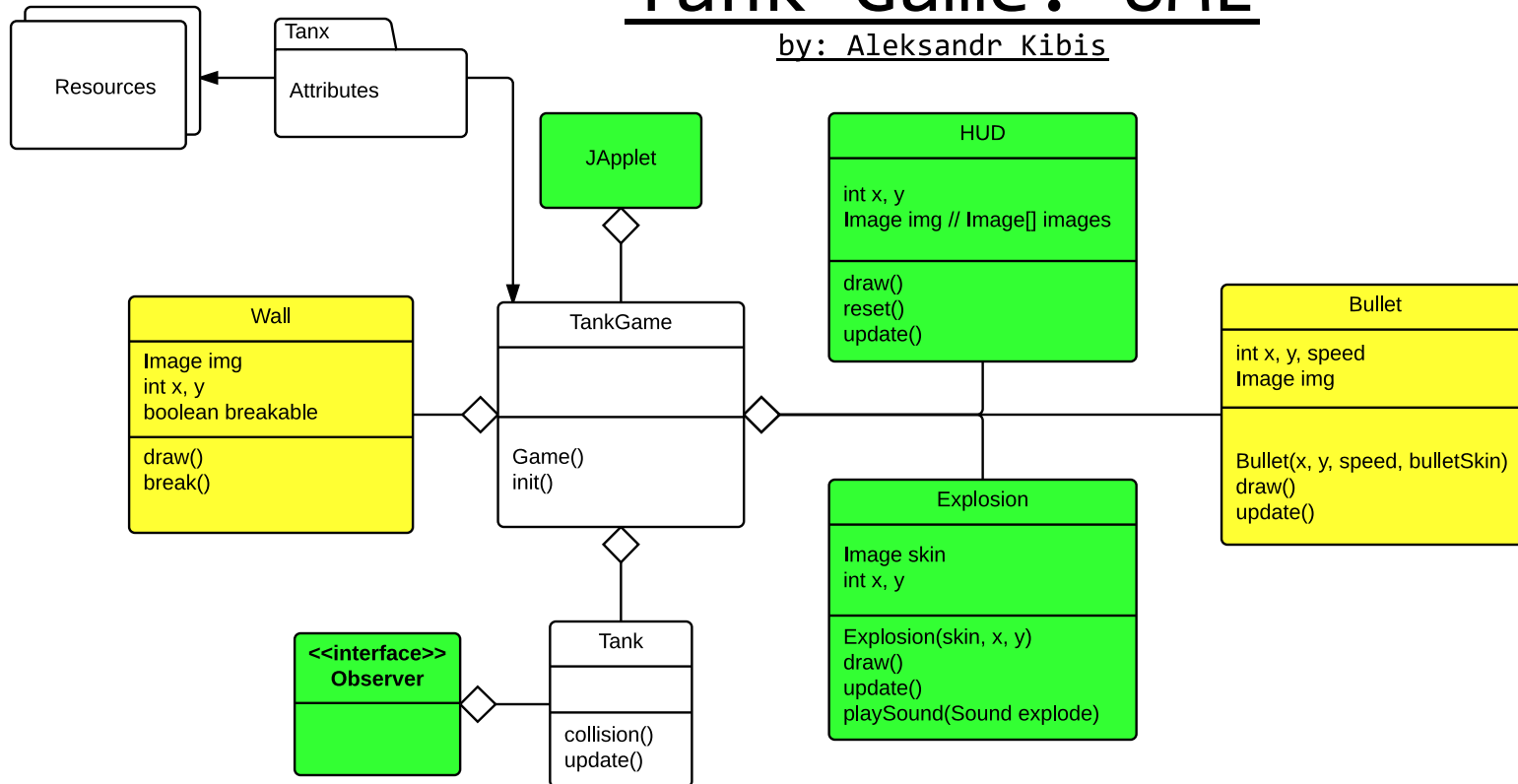
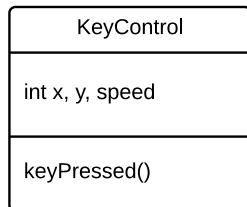
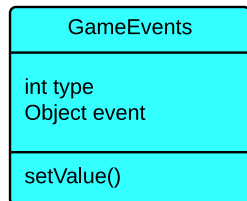


Tank Game: UML

by: Aleksandr Kibis



Reused

Observable

Minimal
Changes

Standard