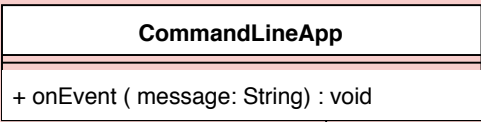
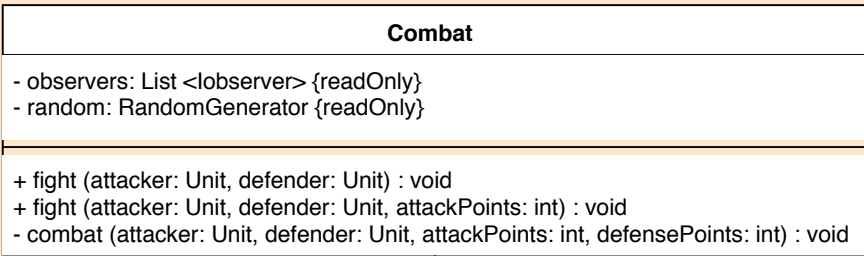
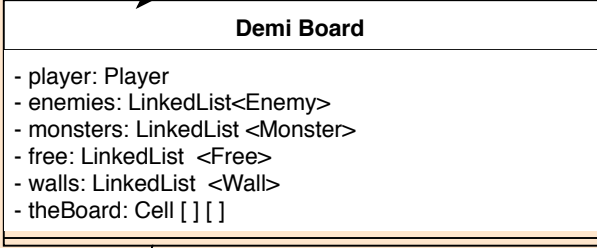
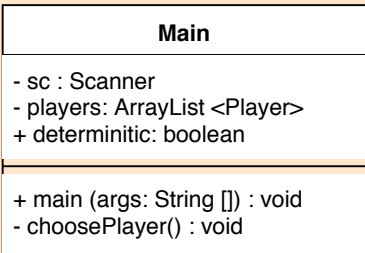
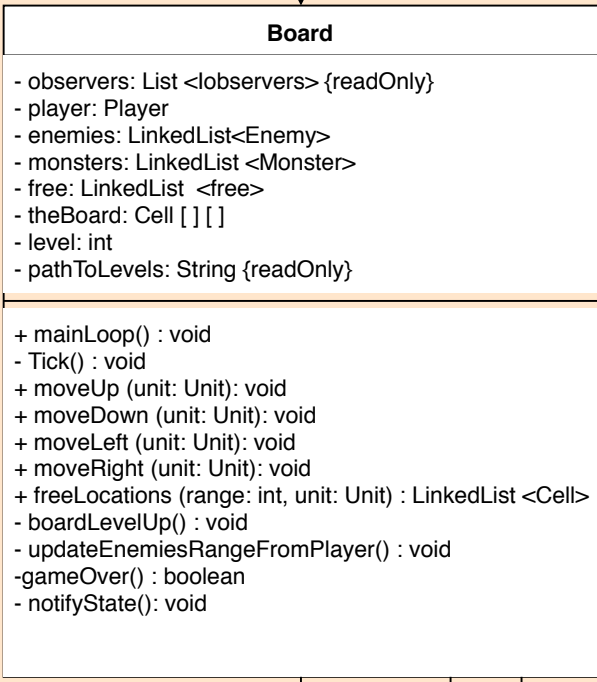


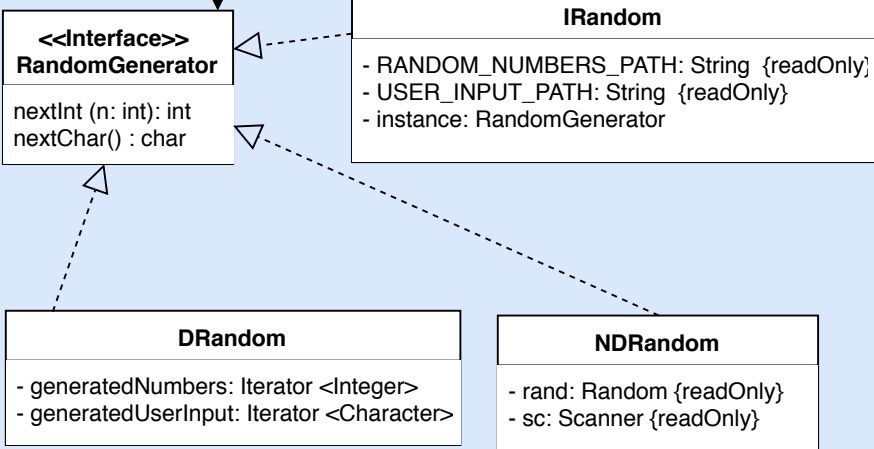
Presentation Layer



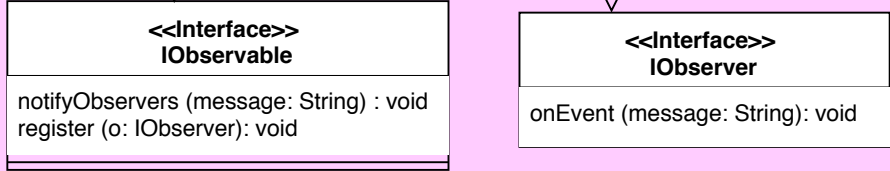
States



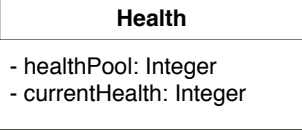
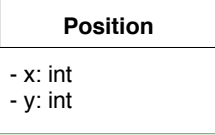
Random



Observer

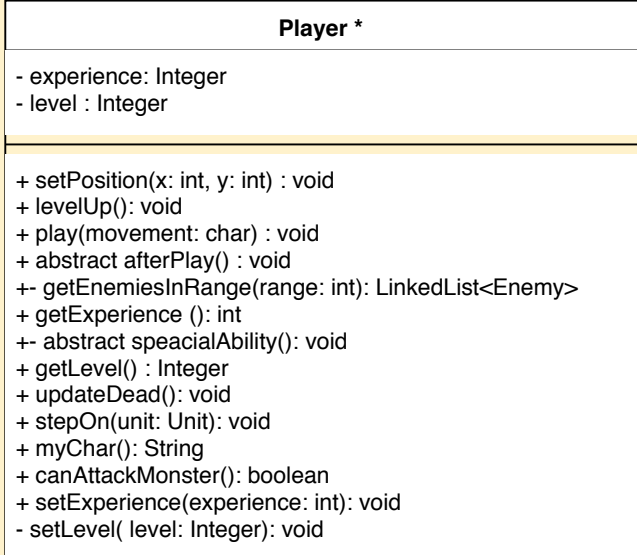
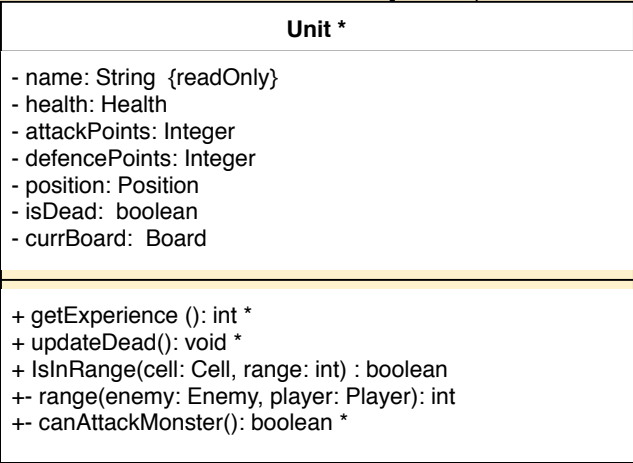
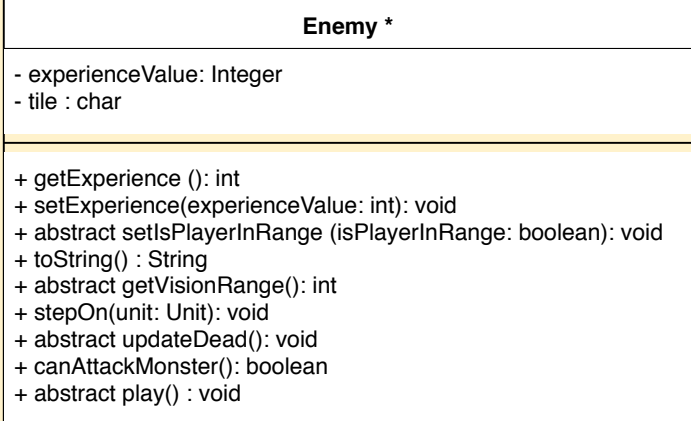
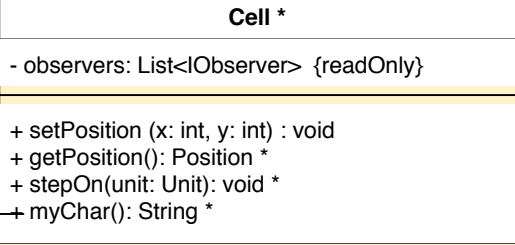
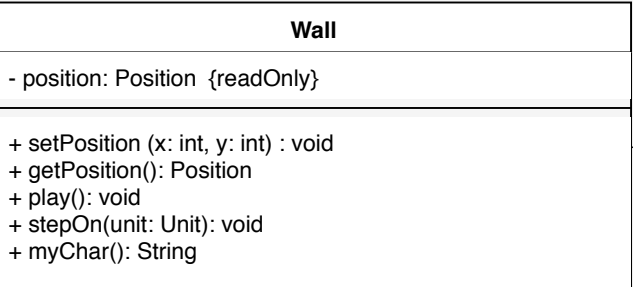
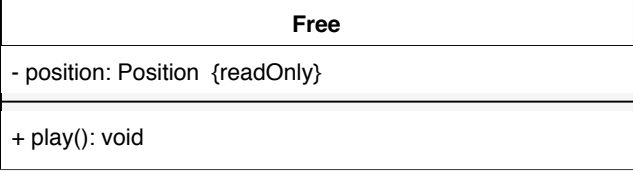


Attributes

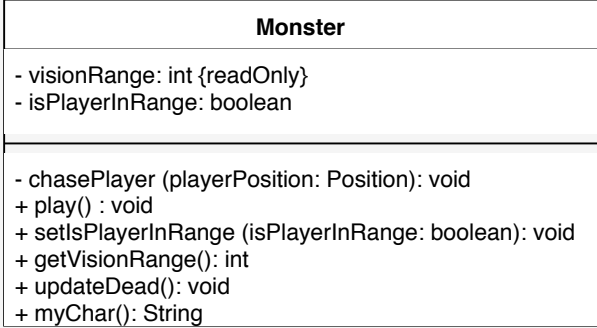
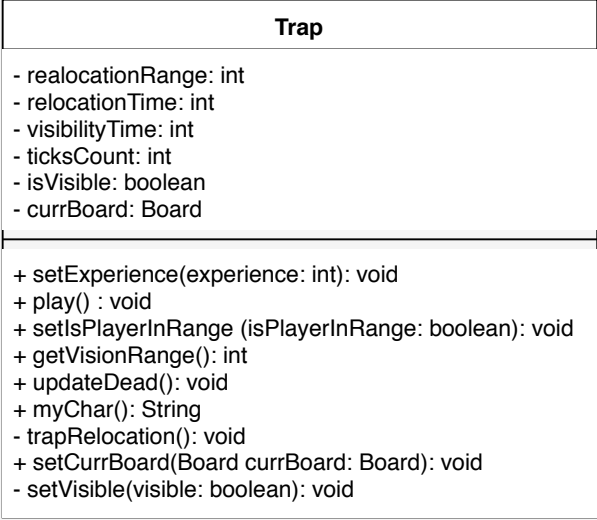


Characters

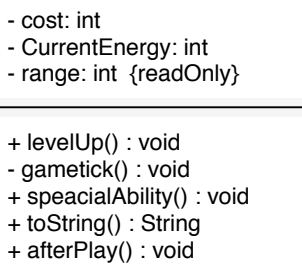
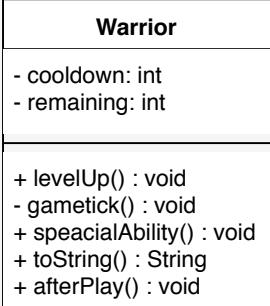
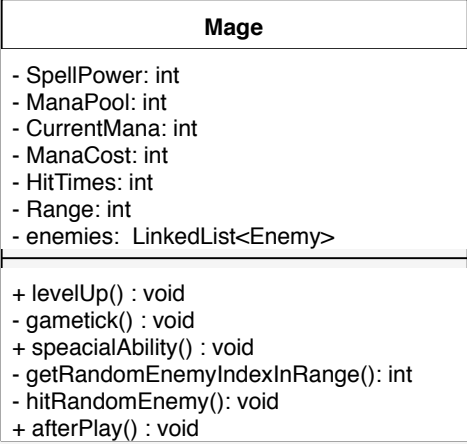
GameCells



GameEnemies



GamePlayers



Data Layer

