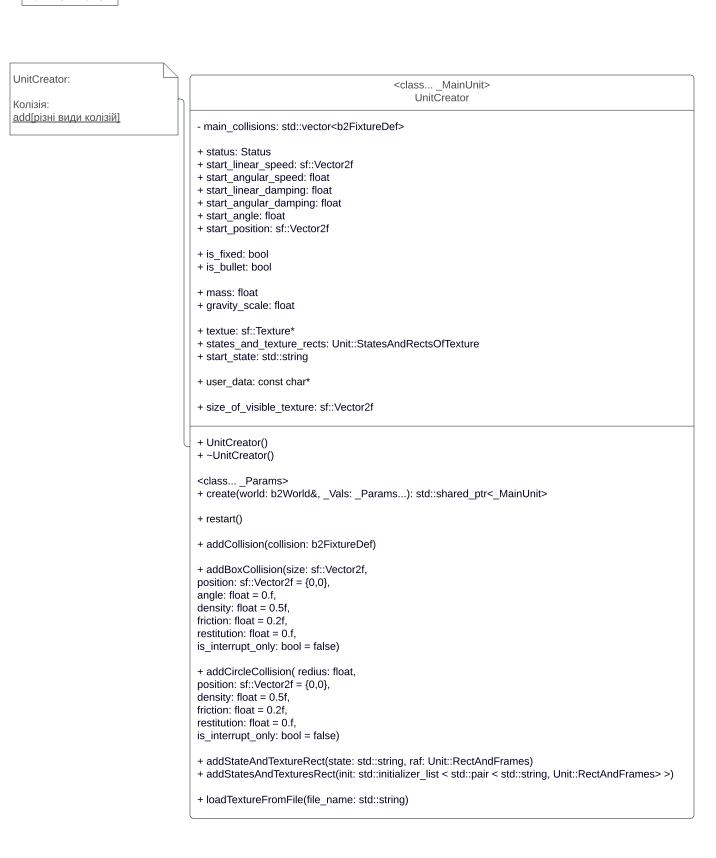
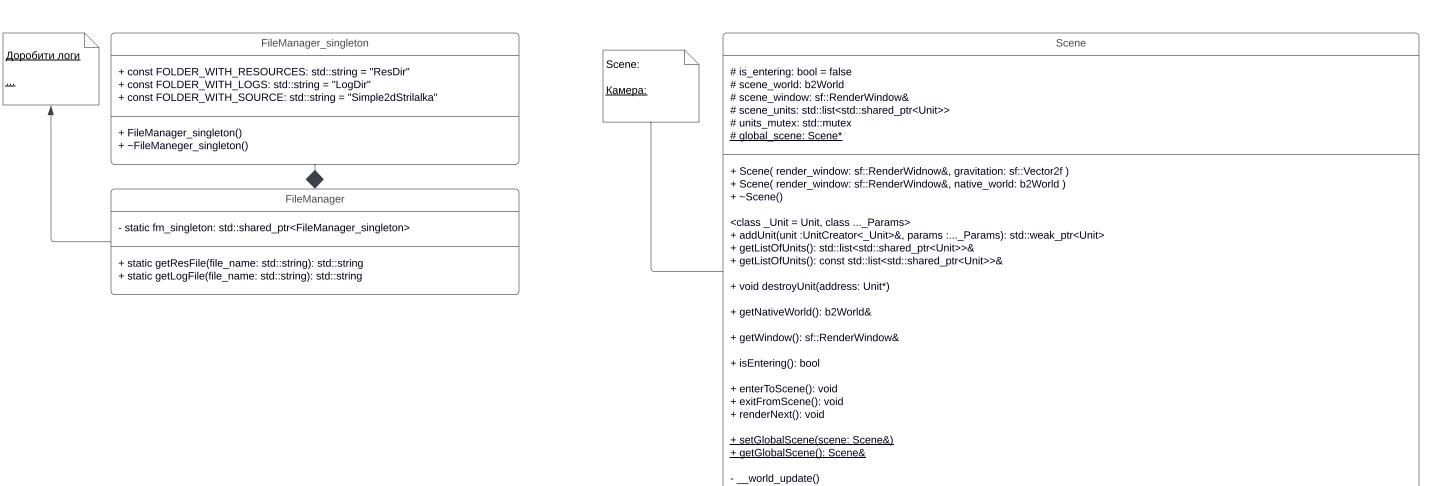


План:
ok|file manager
ok|tile map
ok|scene
ok|actor
> |character
> |figures
> |main program
> |bullet
> |enemy





__unit_update()