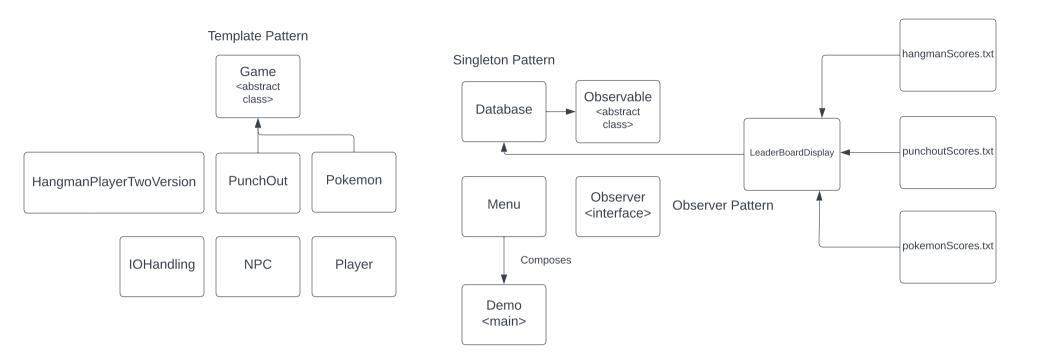
Game Overflow



Principles & Patterns Used

