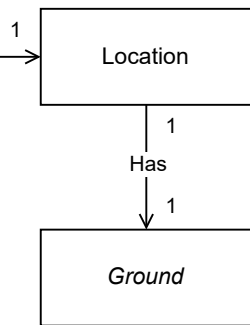
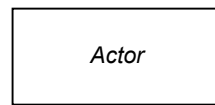


# Engine

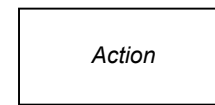
## positions



## actors



## actions

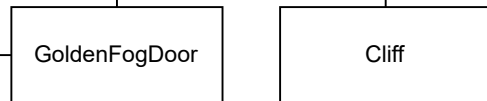


Has

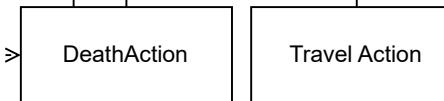
Has

# game

## environments



## actions



1

1

DeathAction

Travel Action