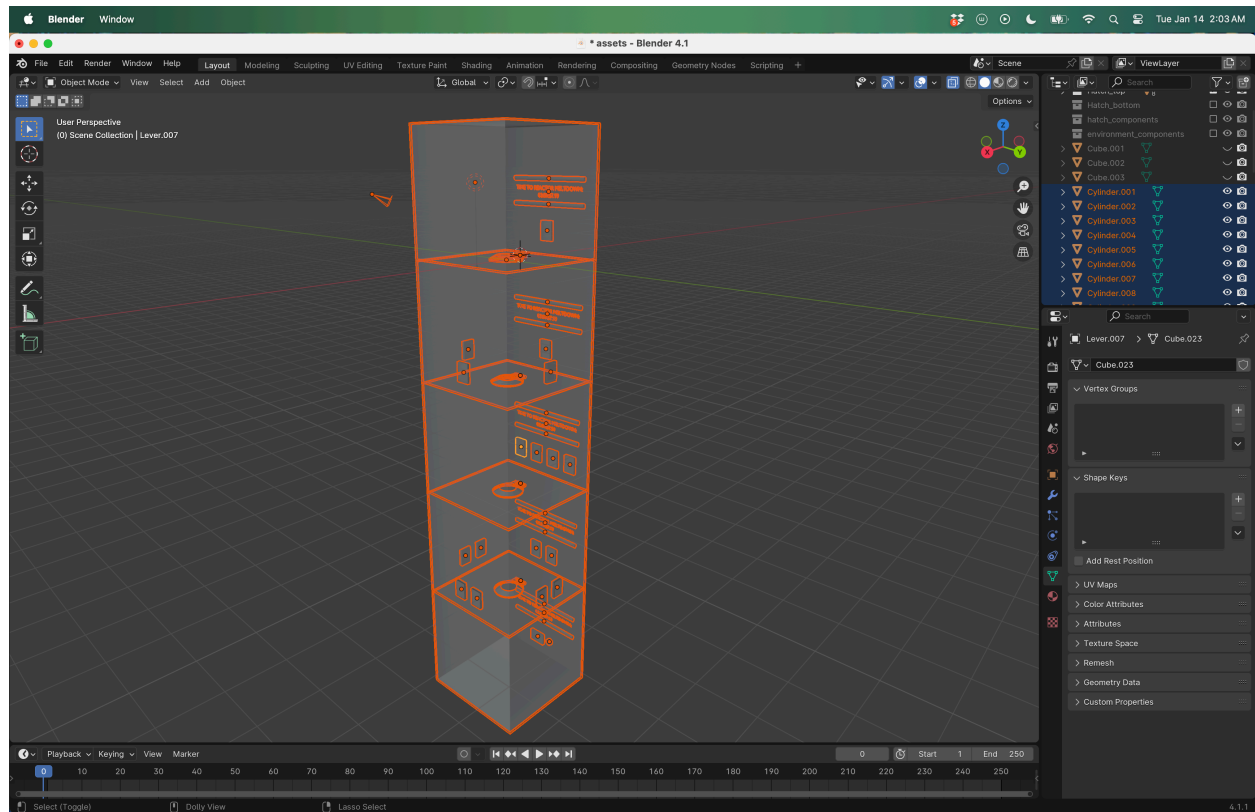


Asset construction: blocked out phase (Blender).



Environment setup: all level environments finalized in Godot (level 1 pictured here).

