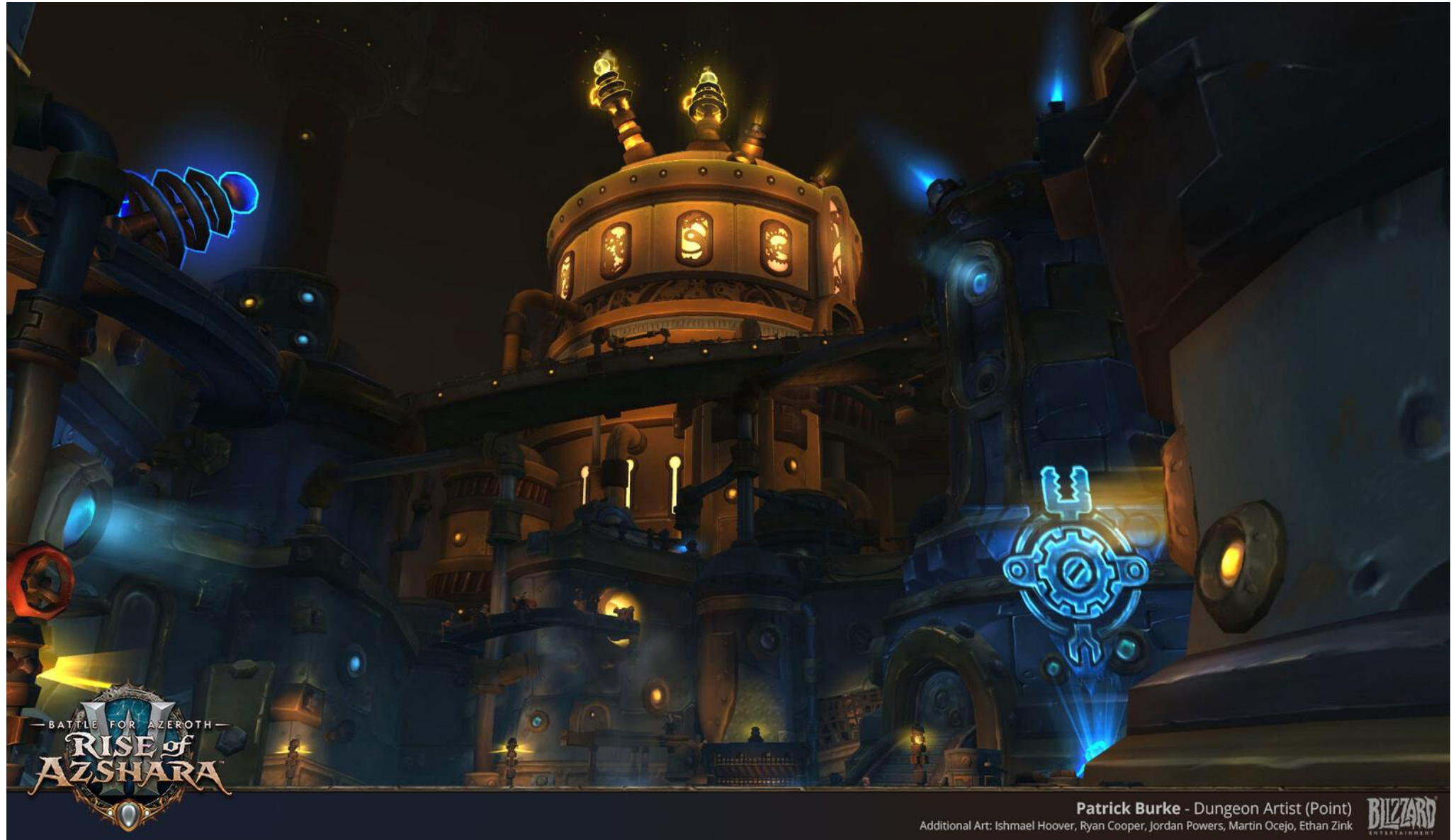


My Environment



References from actually gameplay that I'll be using







