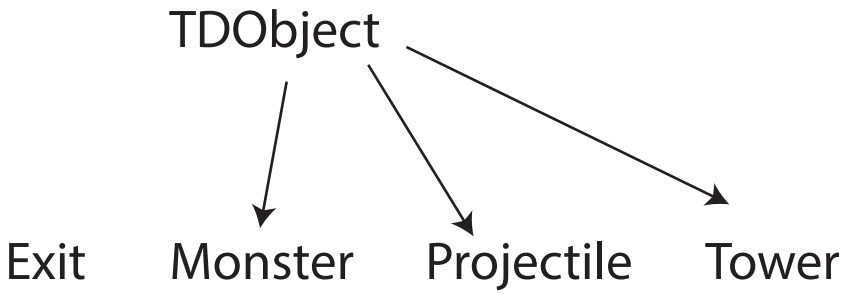
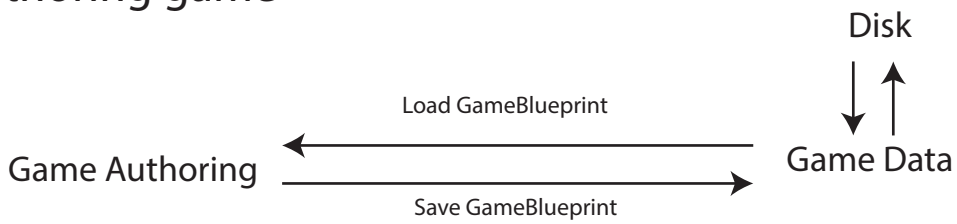
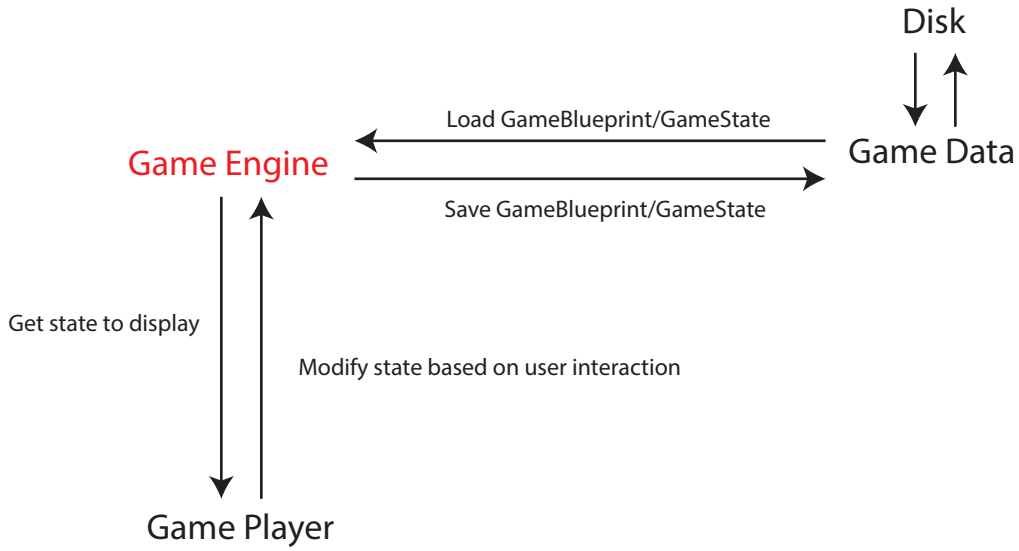
Model

Player TDObjectFactory LevelManager TDMap



Authoring game



Playing game