

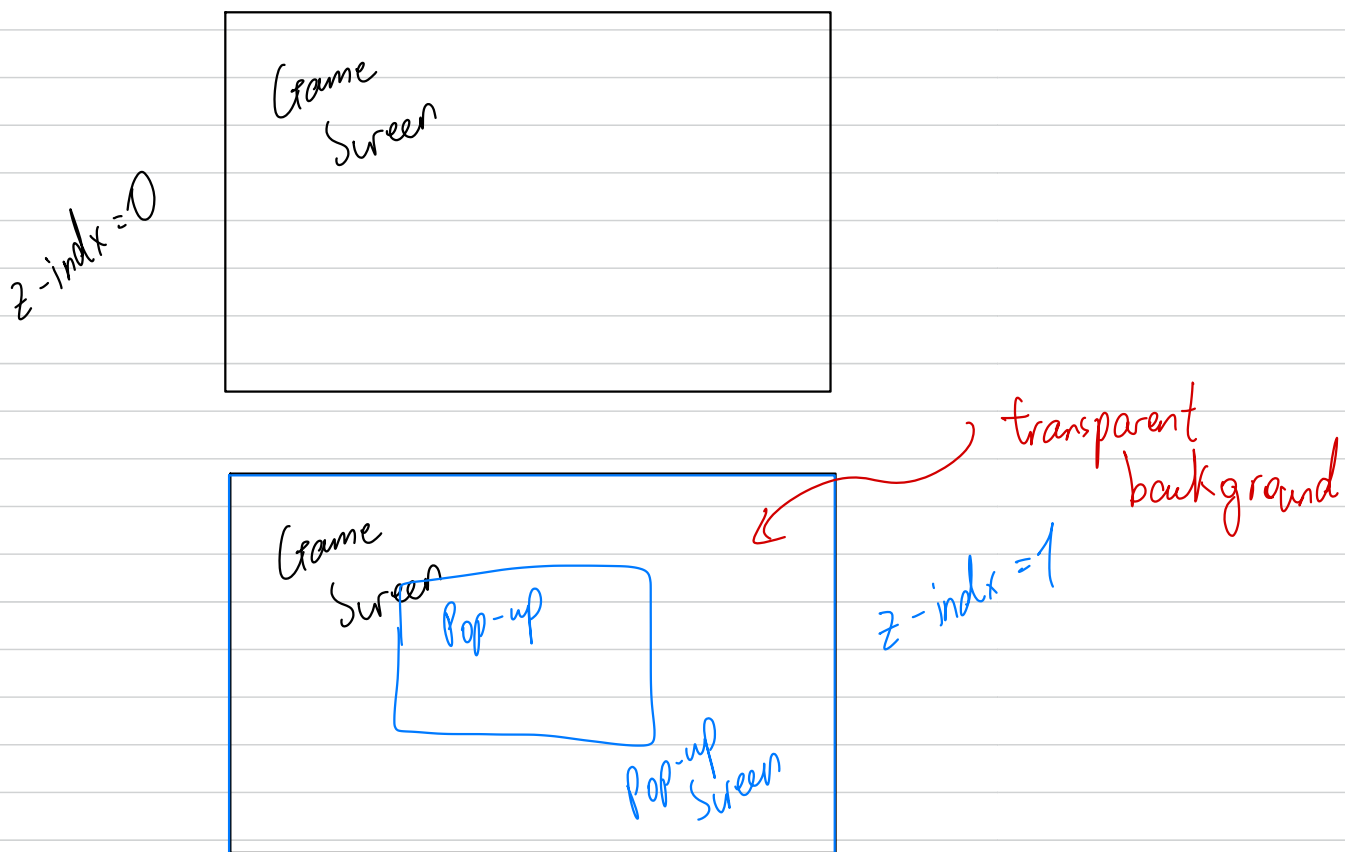
Stage Transition Effects

Context:

- When the player **beats** a level, display the **"You Win"** pop up
- When any corrupt tiles remain, display the **"You Lose"** pop up.

Find detailed pop-ups on the **Miro Art board**.

To implement, use **Modal Overlay**



This blocks clicks on the game page