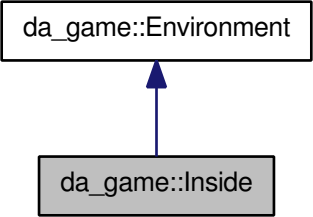


da_game::Environment



```
graph BT; da_game::Outside --> da_game::Environment
```

da_game::Outside