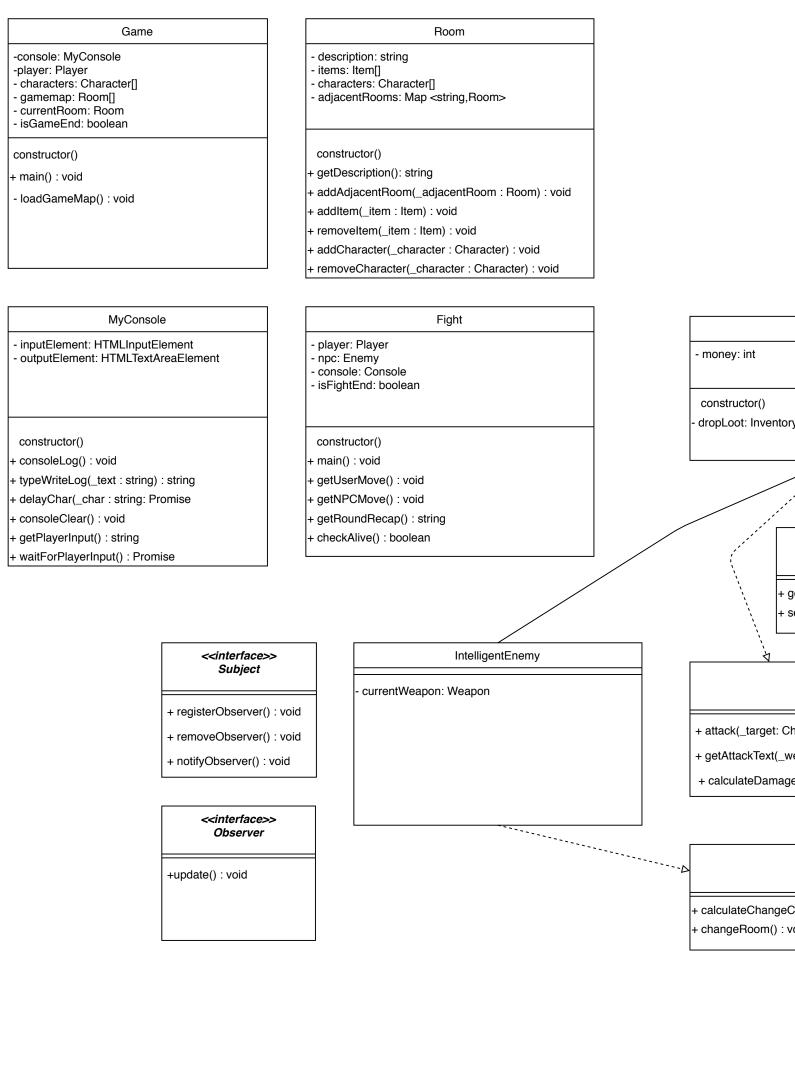
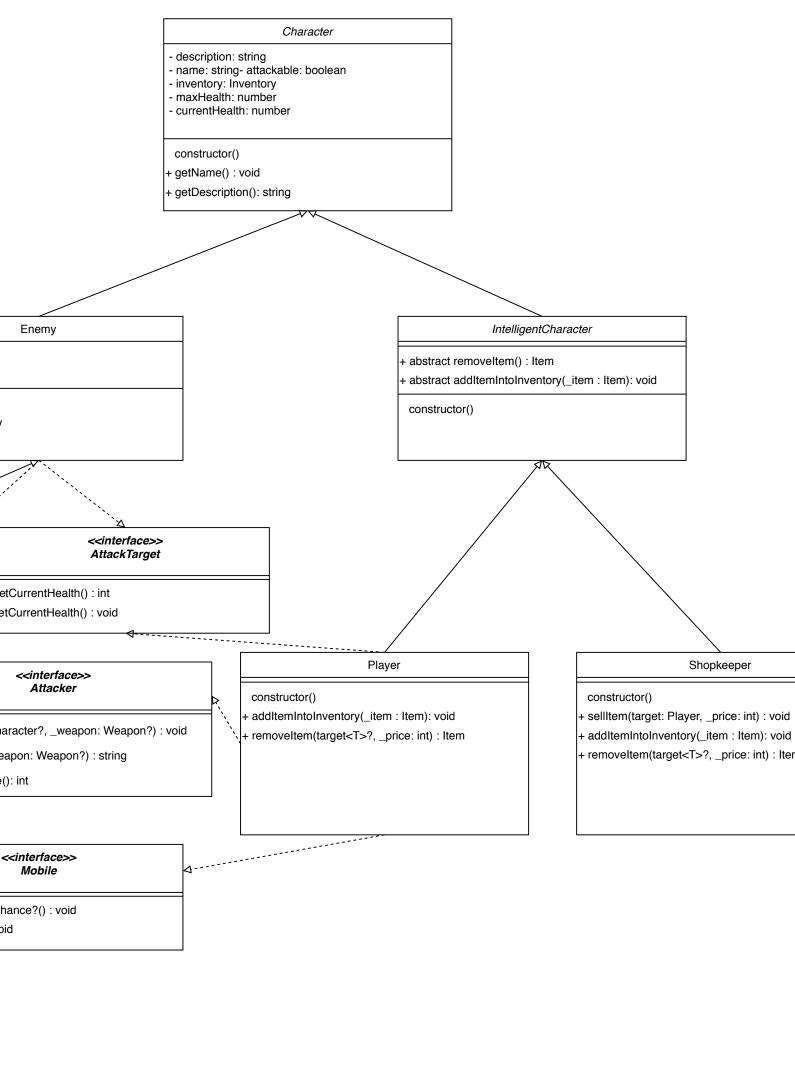
InputController		
constructor()		
+ validatePlayerInput() : void		





n