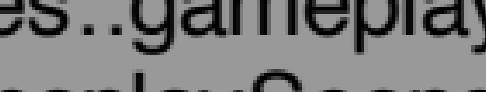


scenes::gameplayScene  
  ::GameplayScene::render



scenes::gameplayScene  
  ::GameplayScene::drawGrid



scenes::gameplayScene  
  ::GameplayScene::drawWindLabel