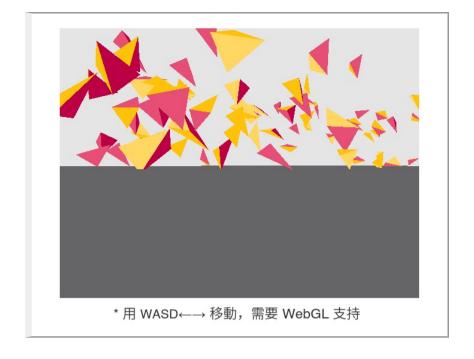
## 

After rendering



Above is a image, the playable version is below:

\* Use WASD←→ to moveneed WebGL support