

SCALE E SERPENTI

Nuova_partita

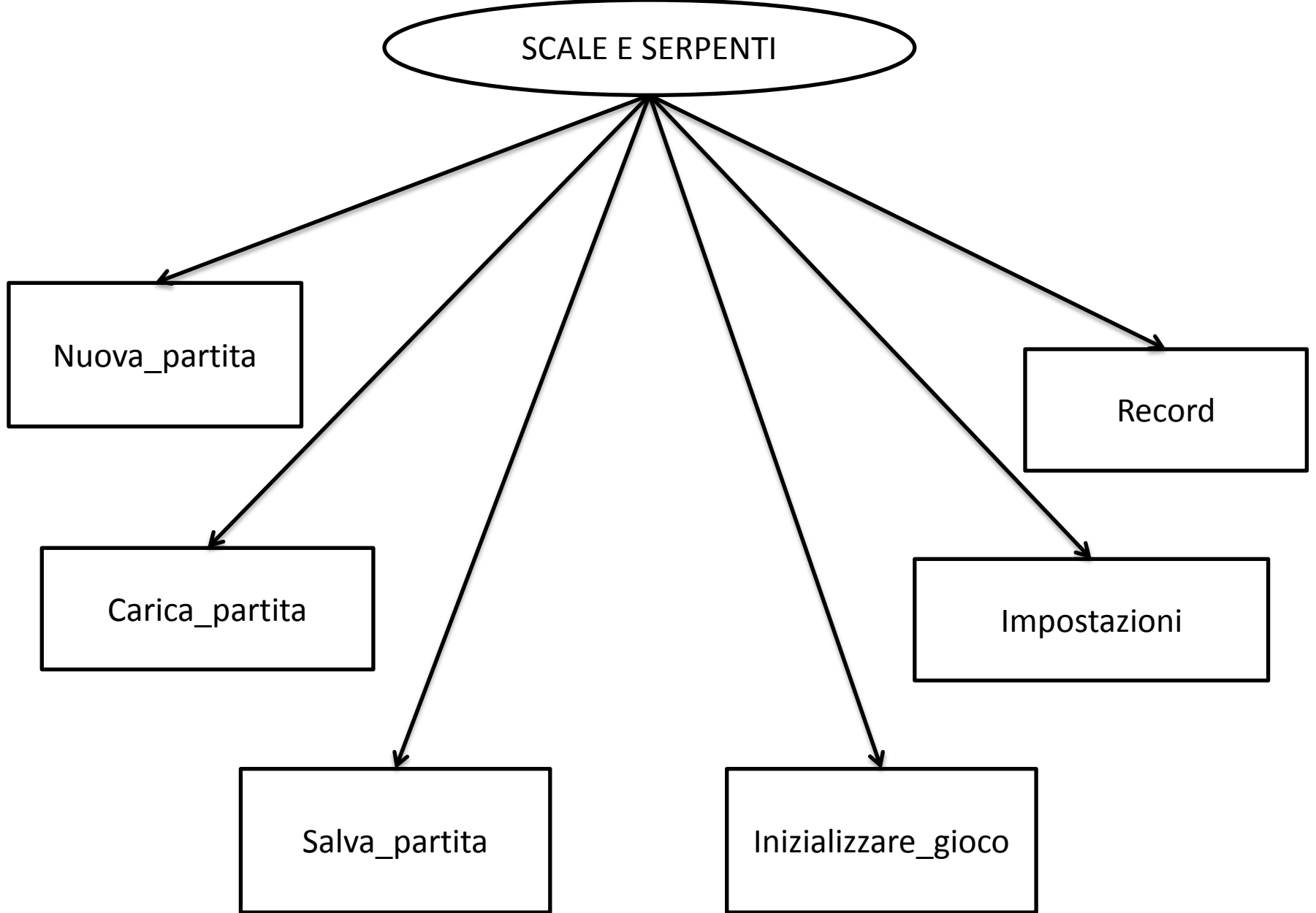
Record

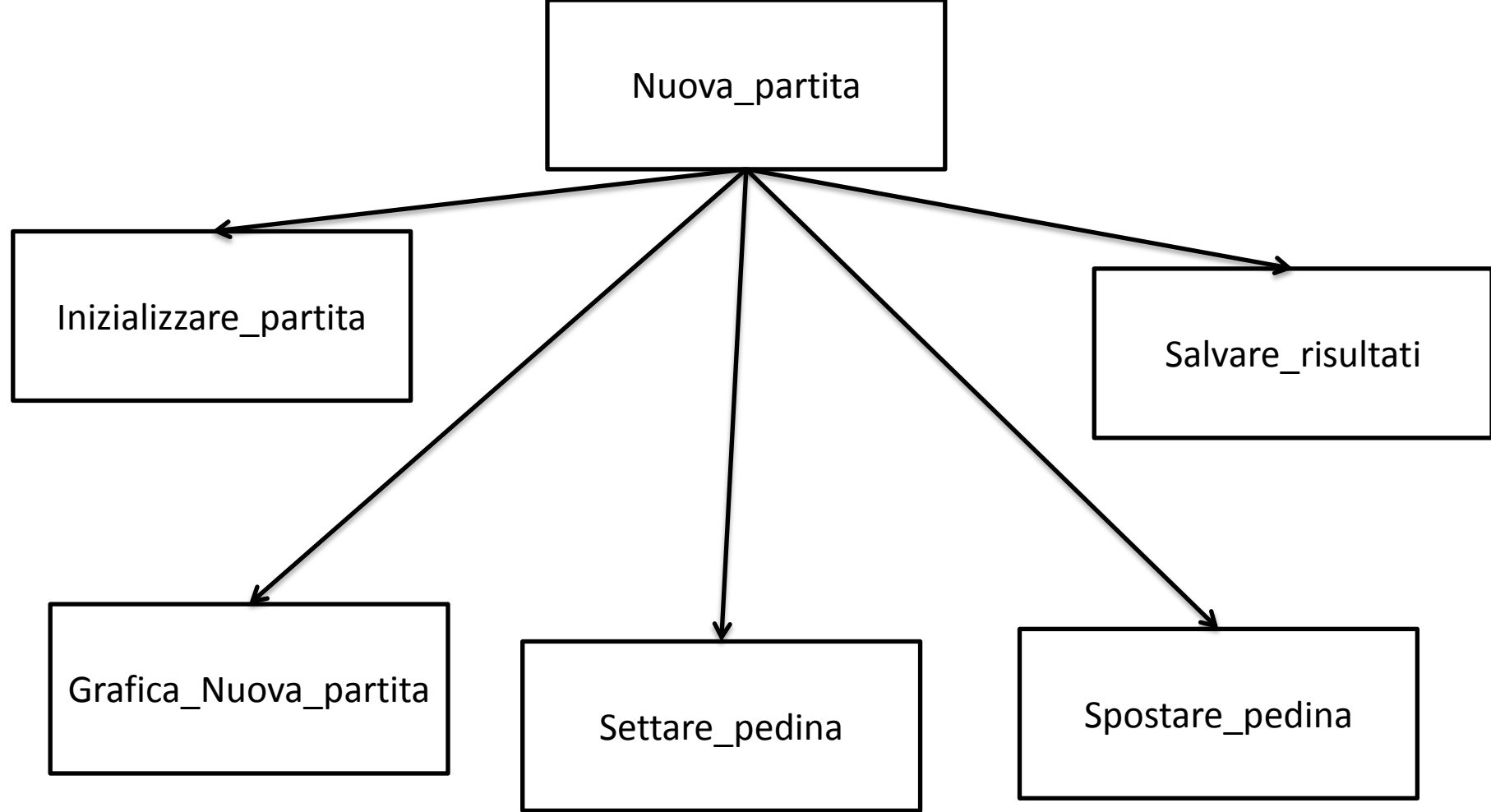
Carica_partita

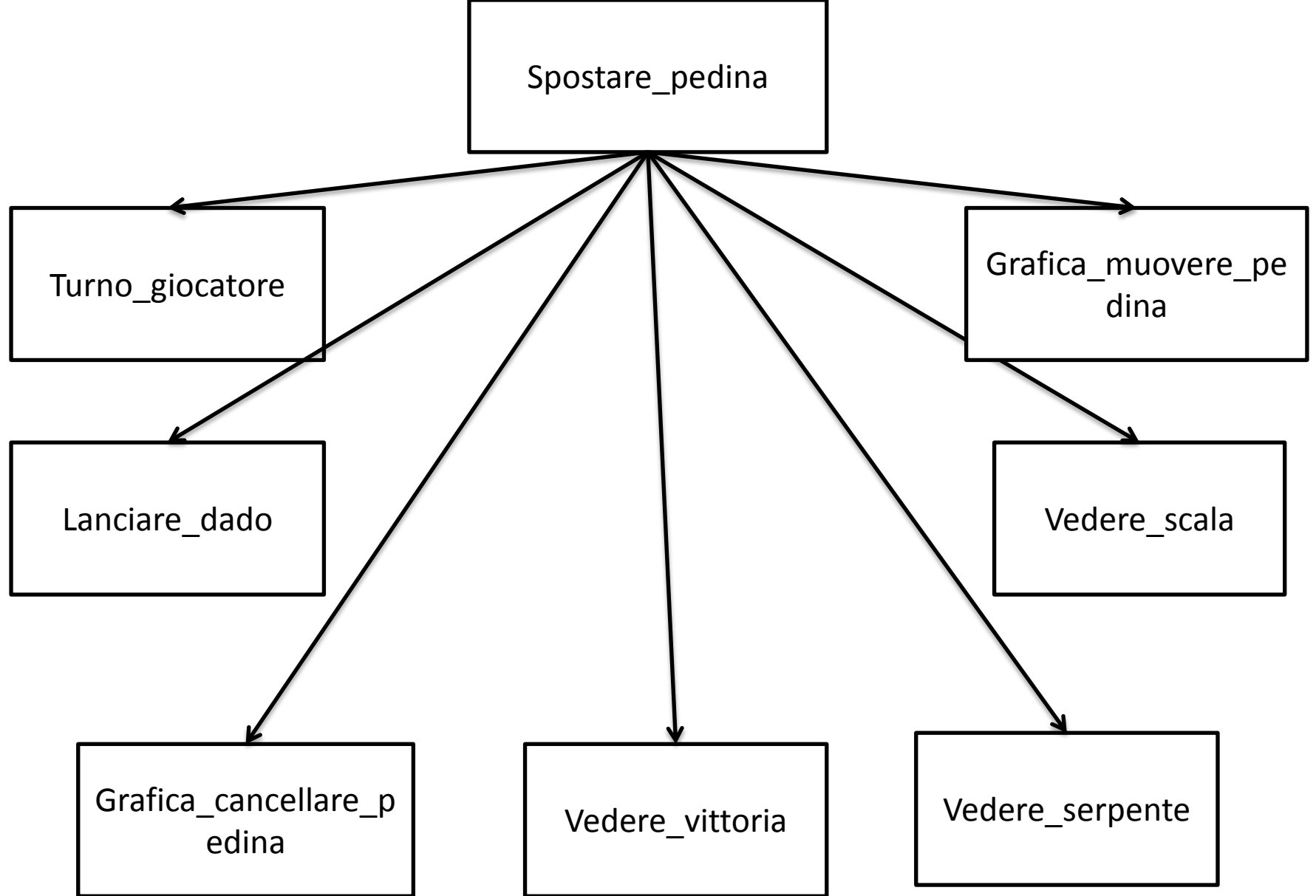
Impostazioni

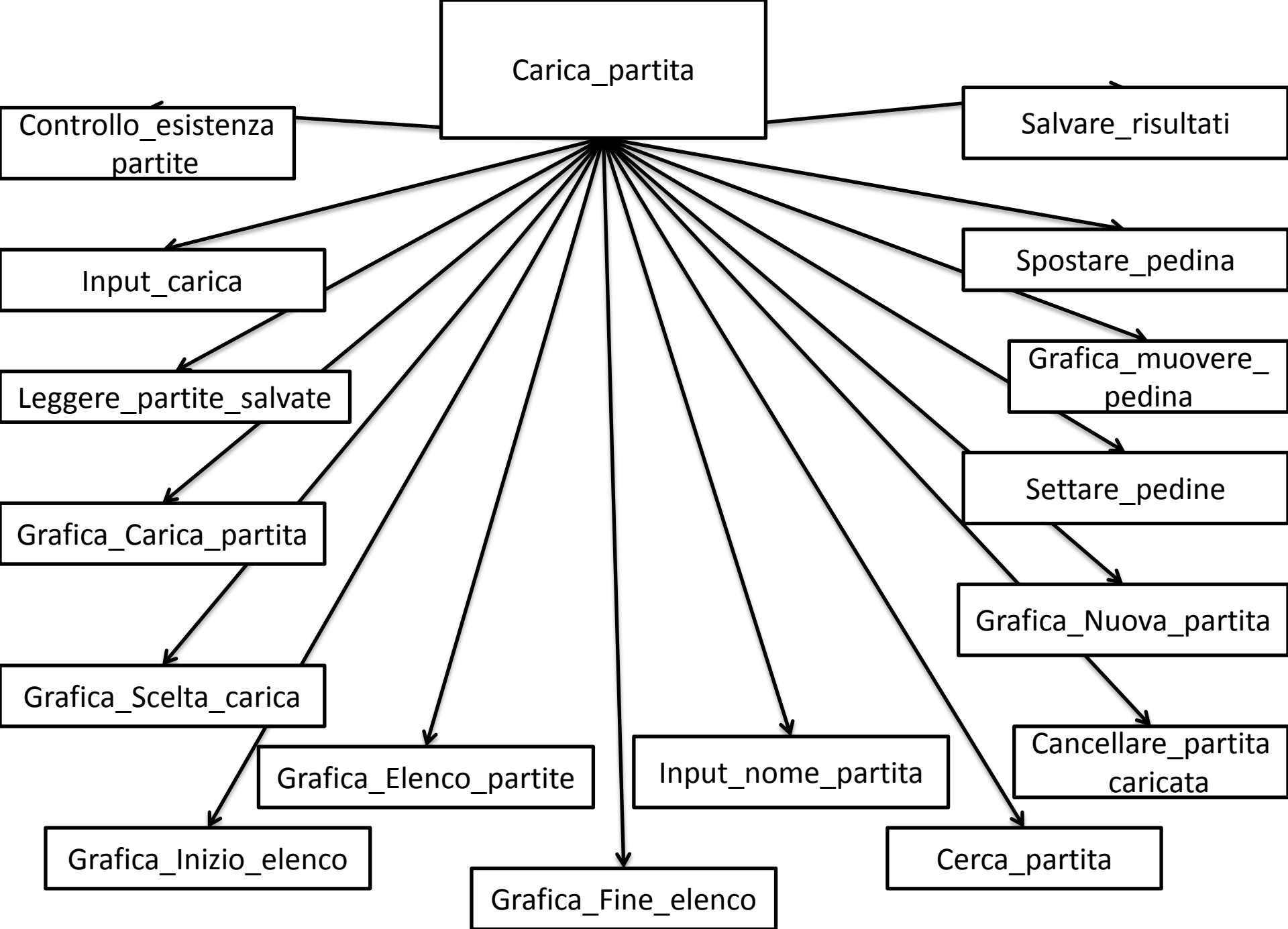
Salva_partita

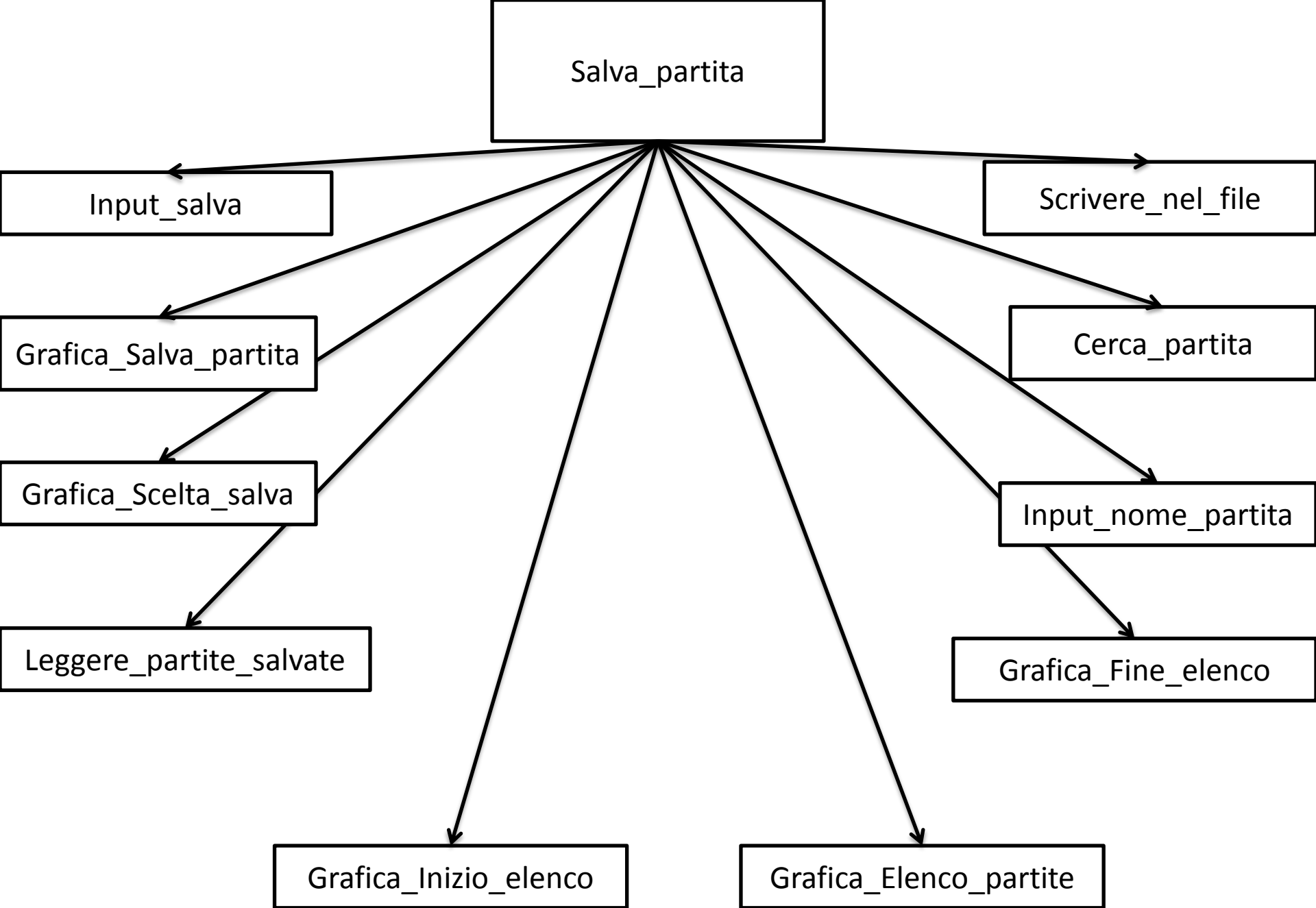
Inizializzare_gioco











Impostazioni



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graph TD; A[Impostazioni] --> B[Input_giocatori]; A --> C[Grafica_Impostazioni];
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Input_giocatori

Grafica_Impostazioni

