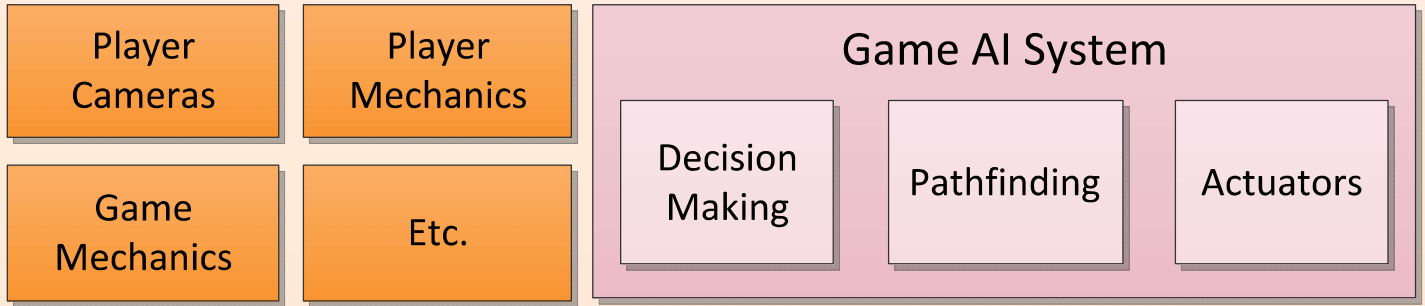
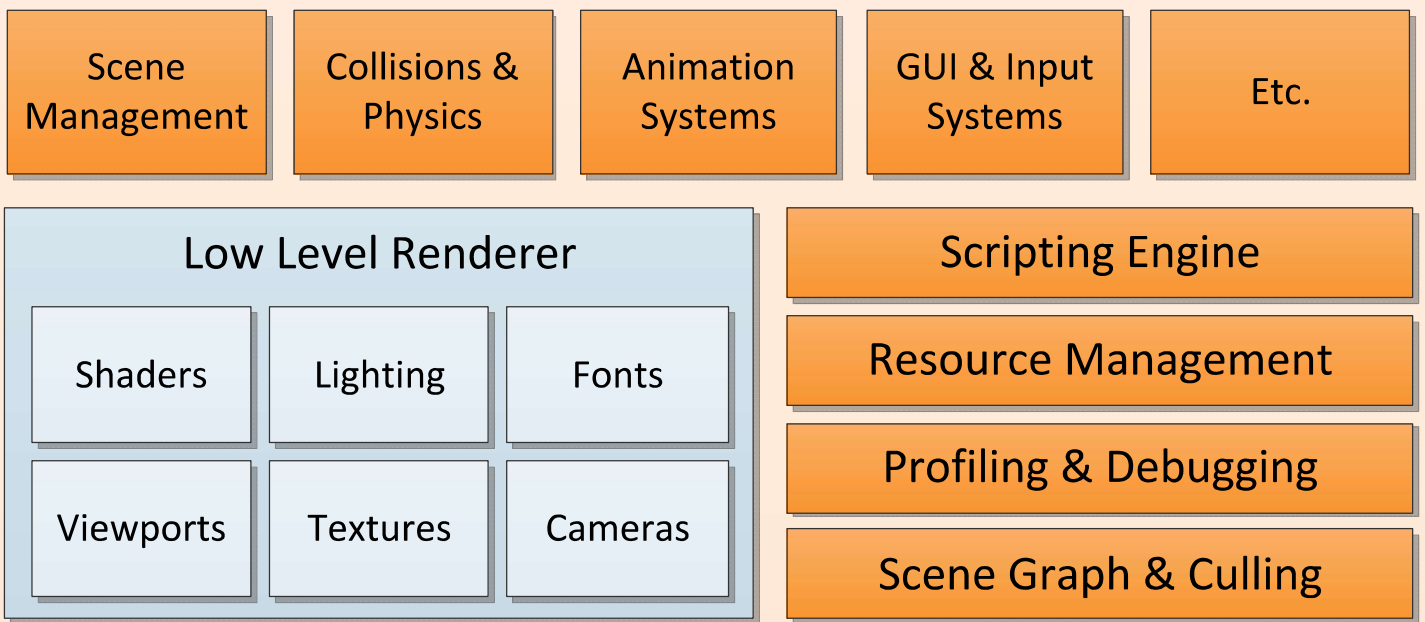


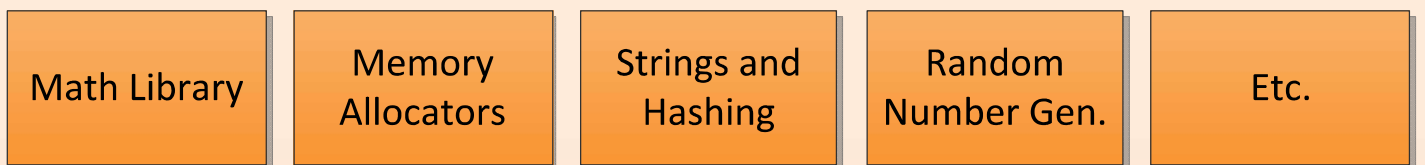
Game Specific Systems



Game Engine Systems



Core Systems



Platform Independence Layer

Third Party Platform SDKs

Hardware Abstraction Layer

Operating System

Drivers

Hardware