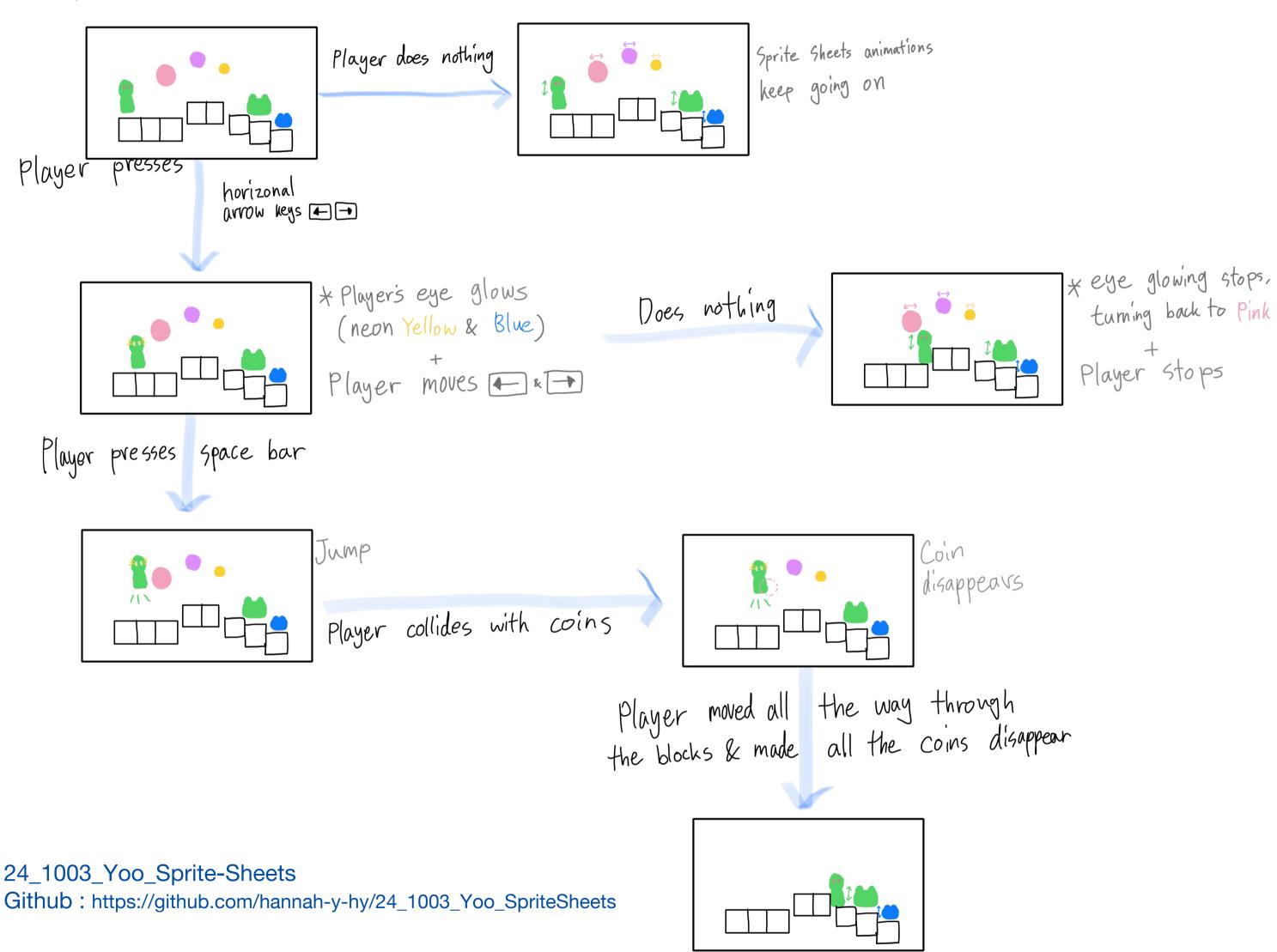
User Experience Flowchart



Finally get to the NPCs