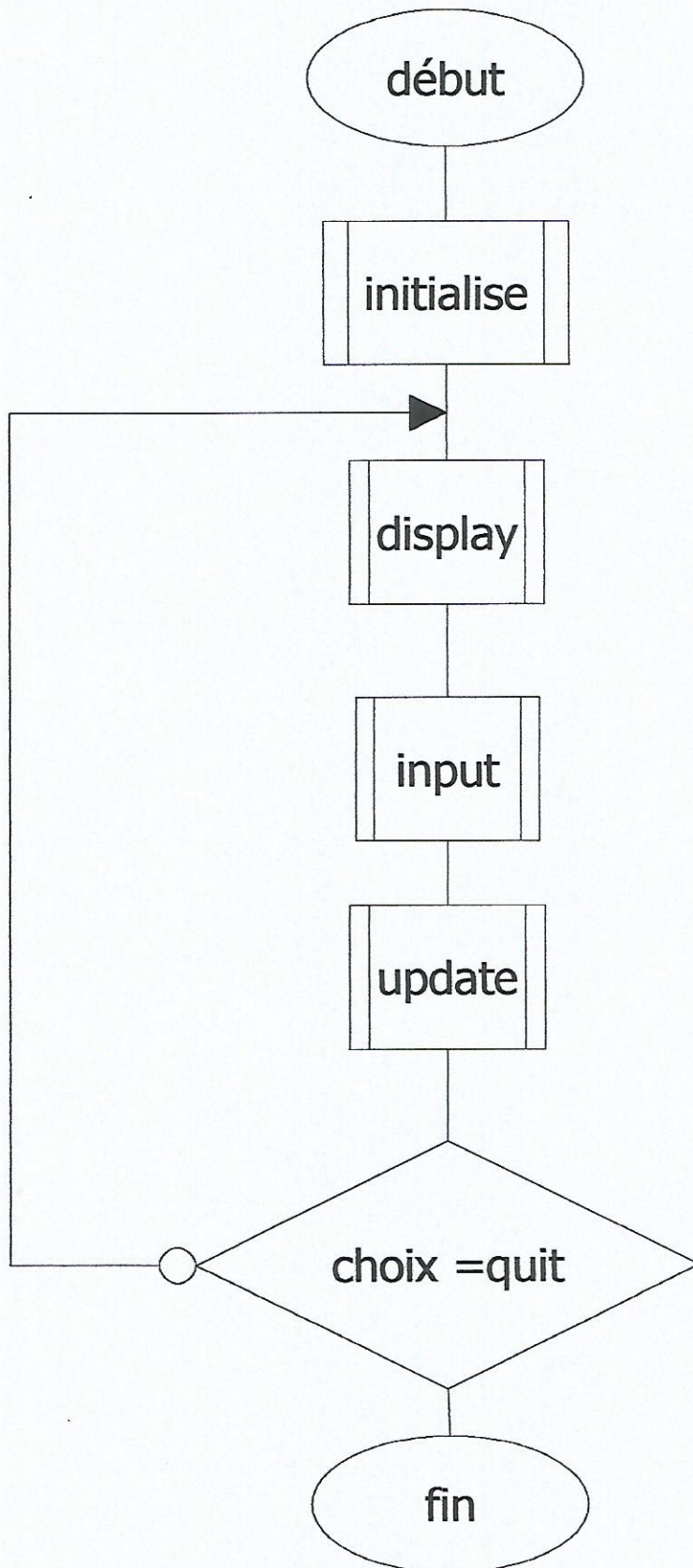
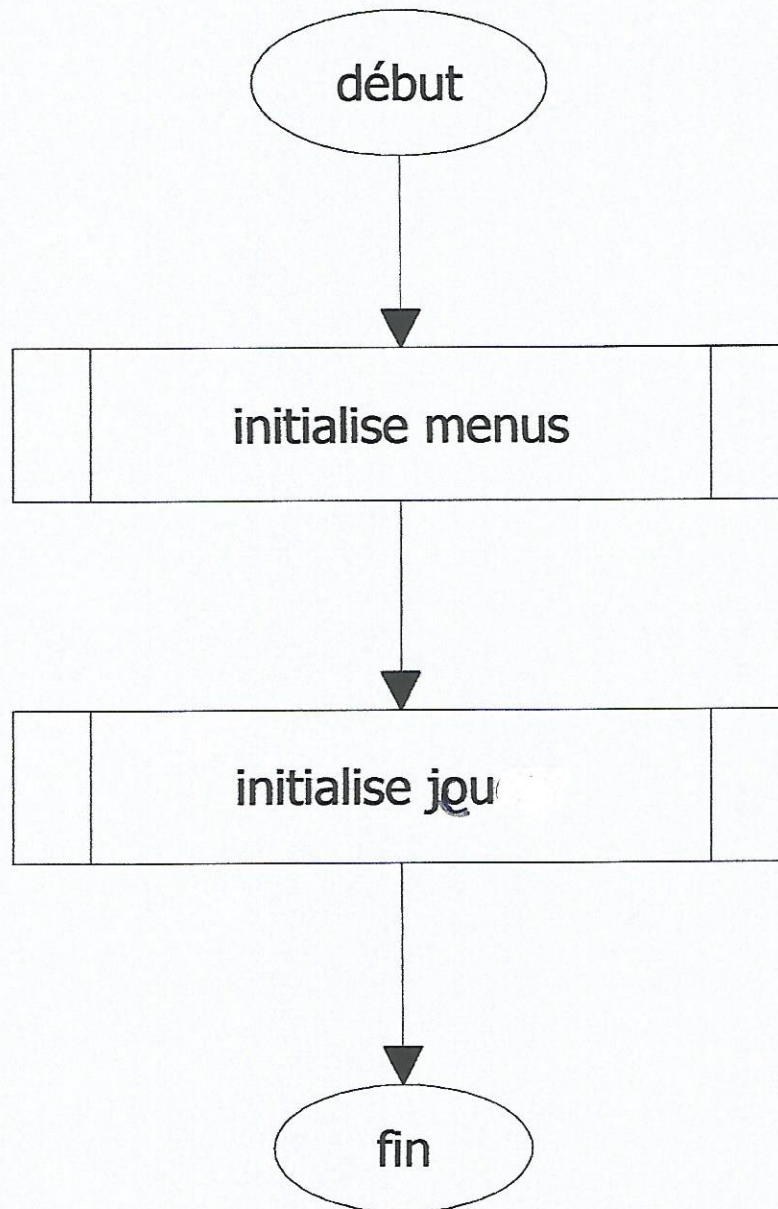


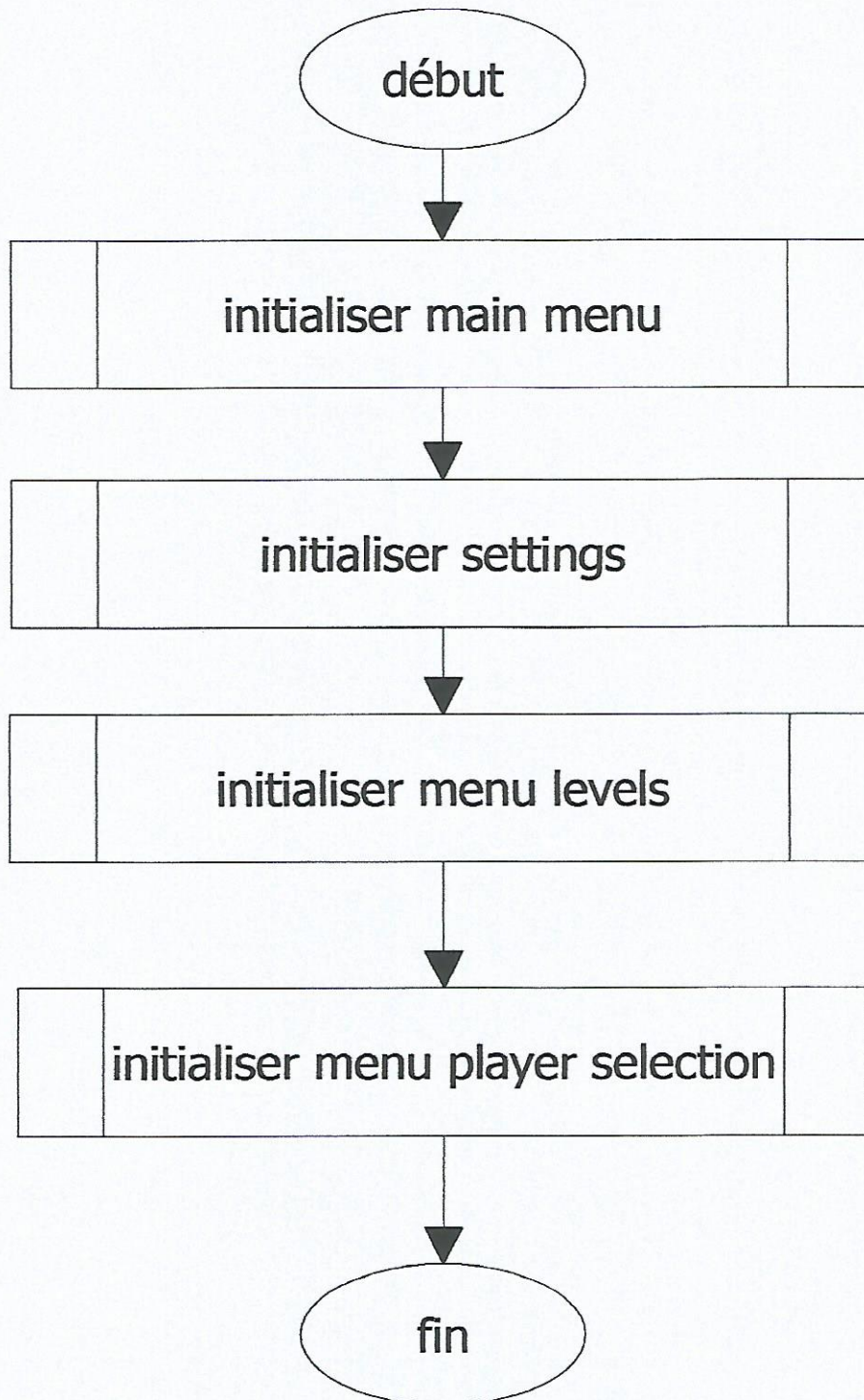
Game loop niveau 0



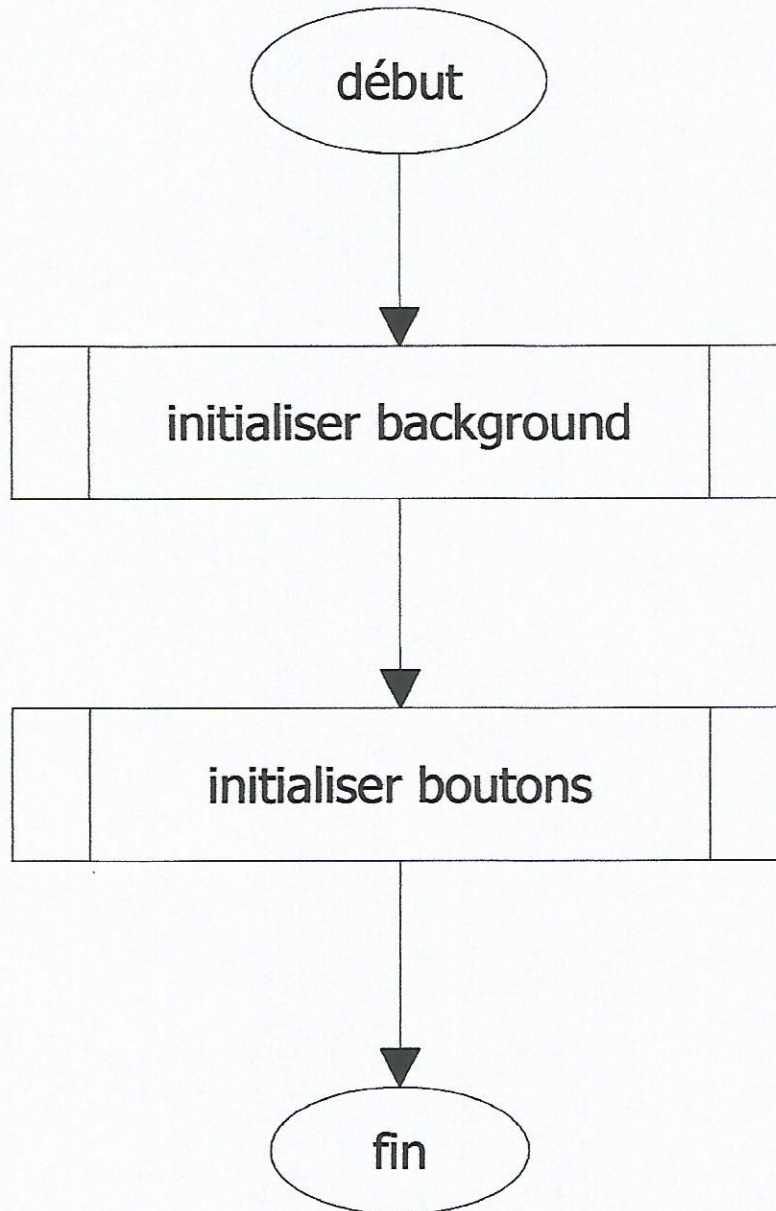
Initialise niveau 1



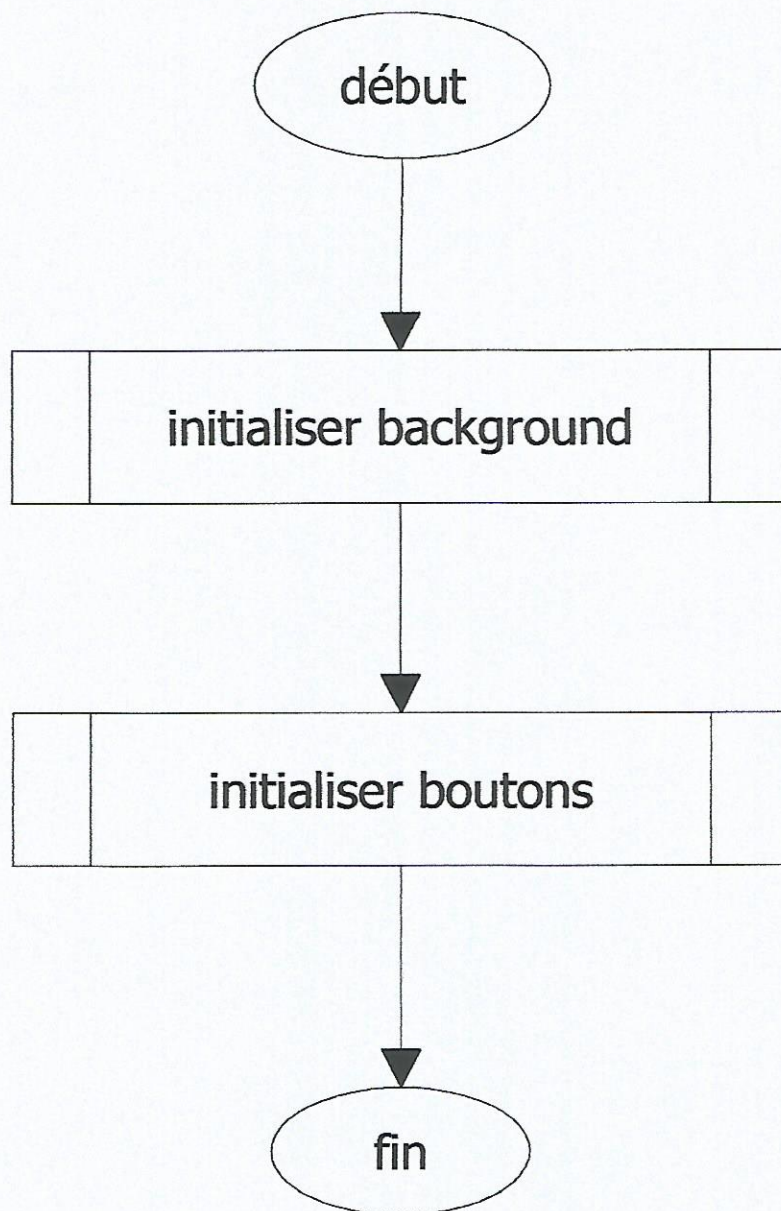
Initialise menus niveau 2



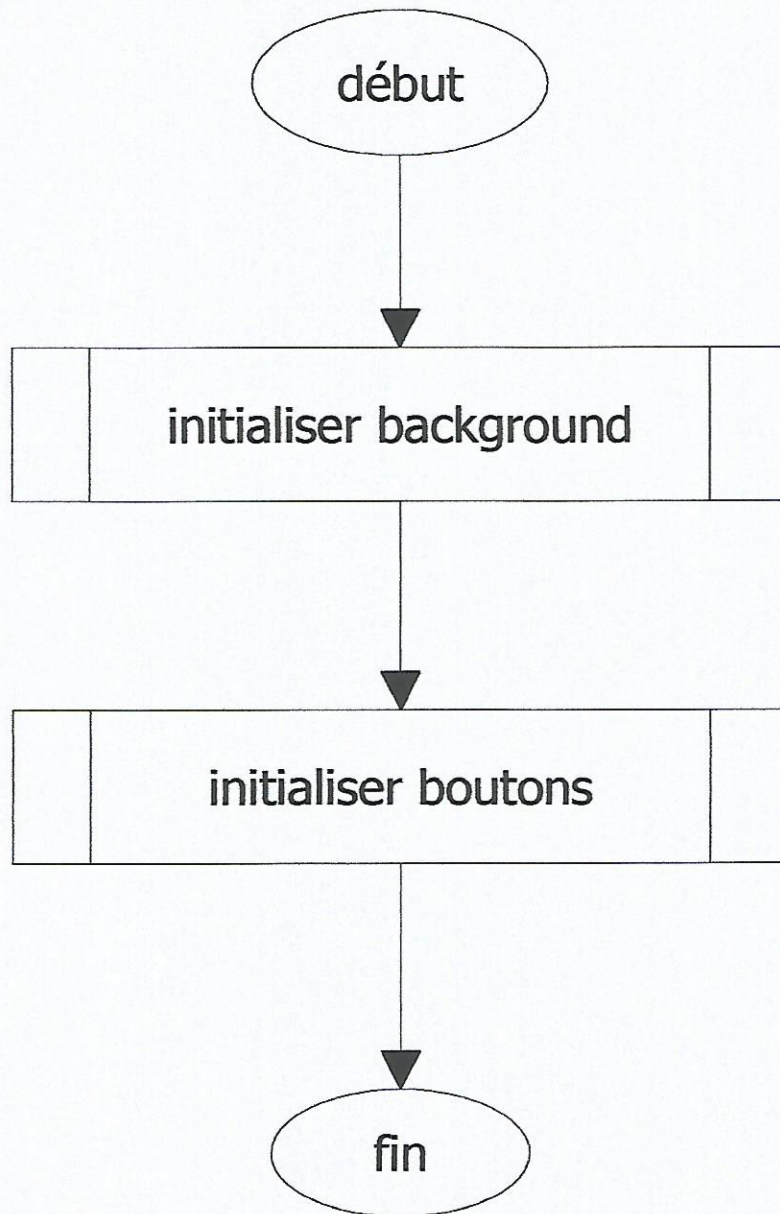
Initialiser main menu niveau 3



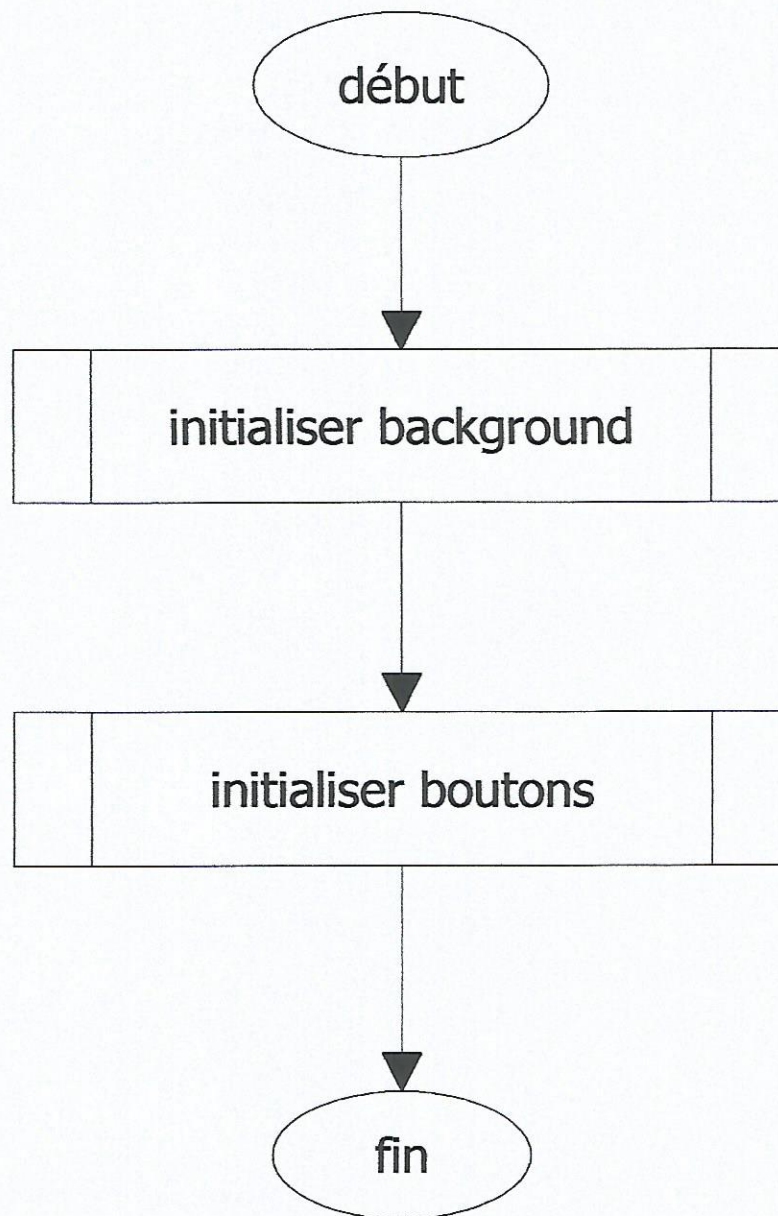
initialiser settings niveau 3



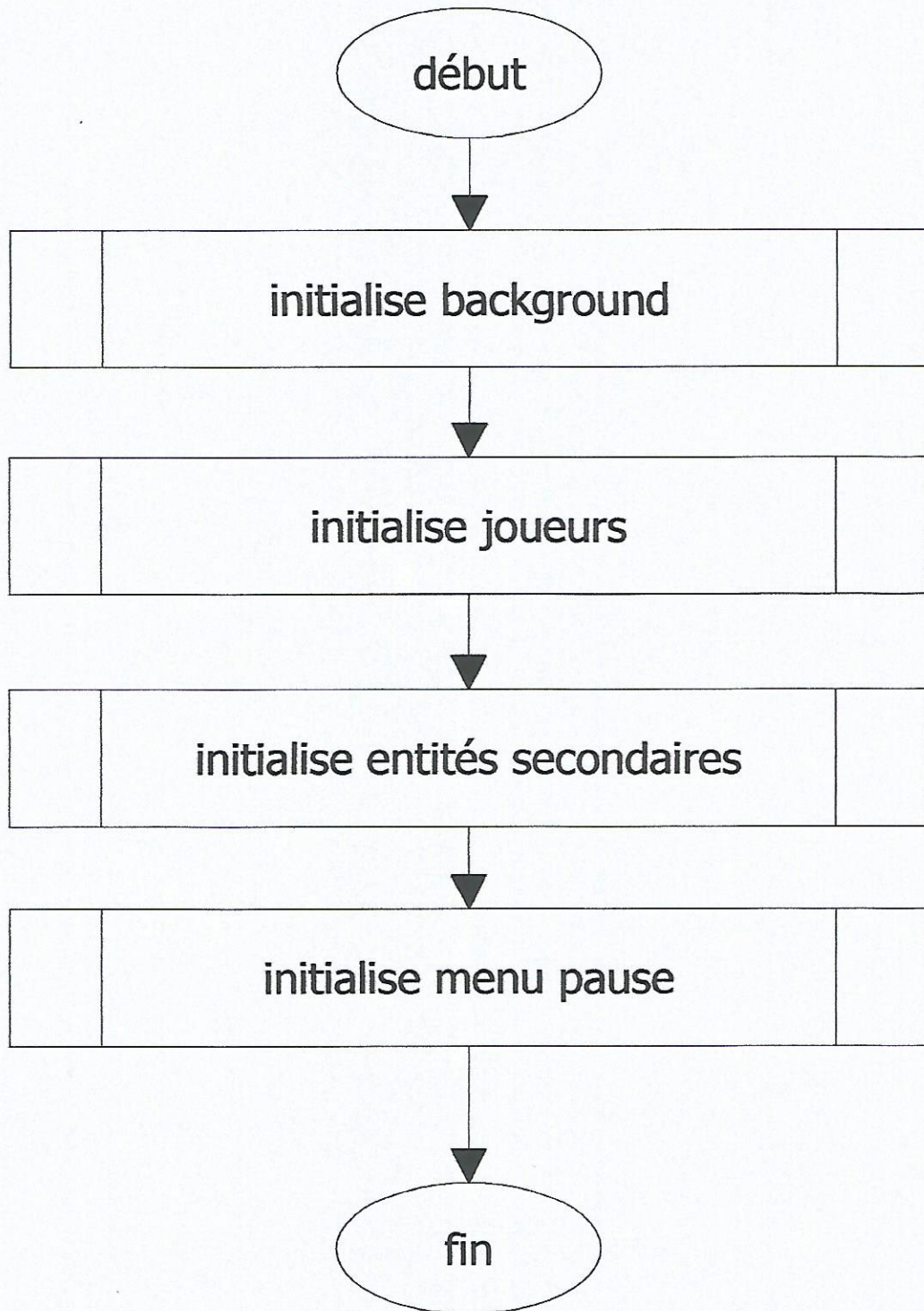
Initialiser menu levels niveau 3



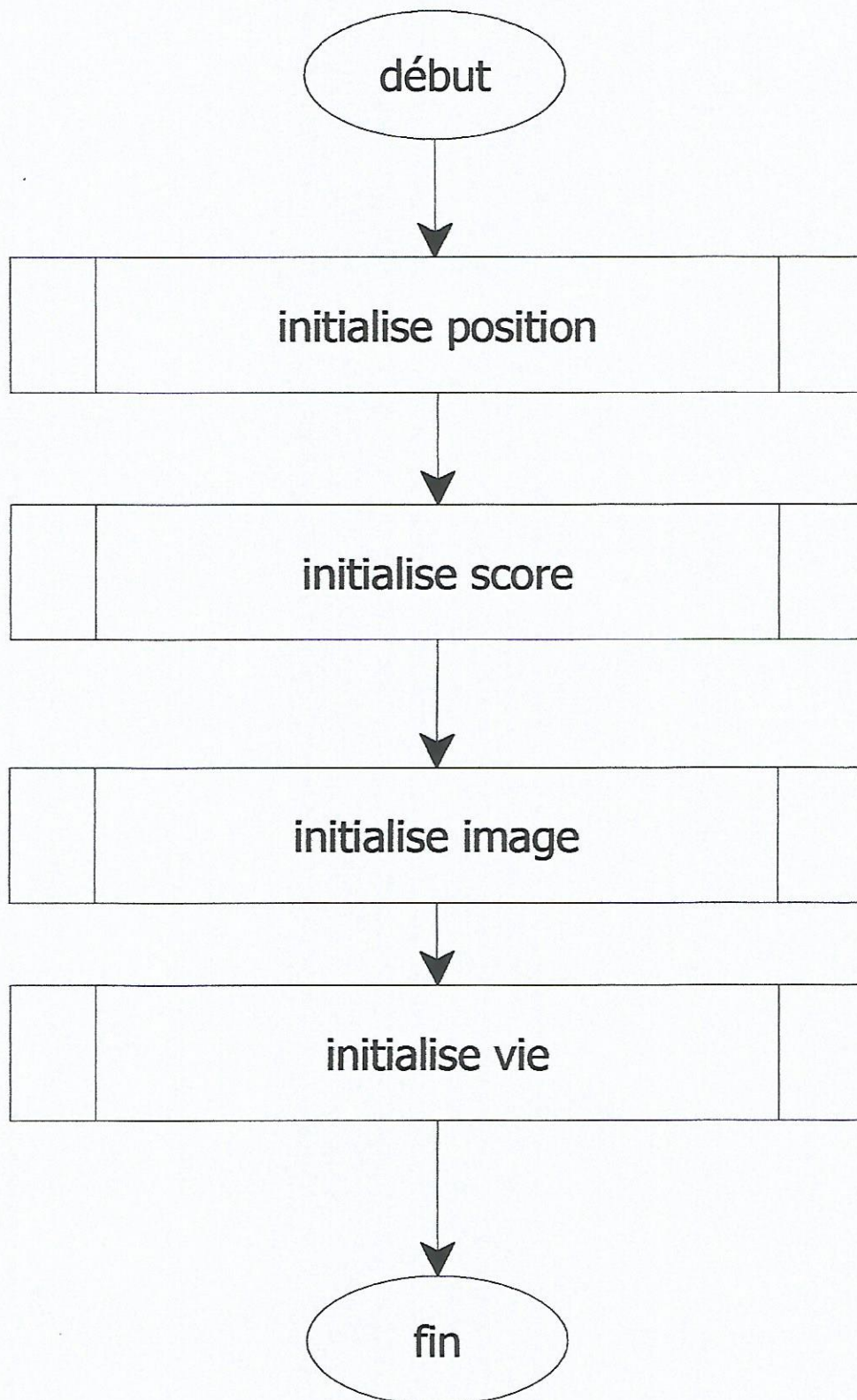
Initialiser menu player selection niveau 3



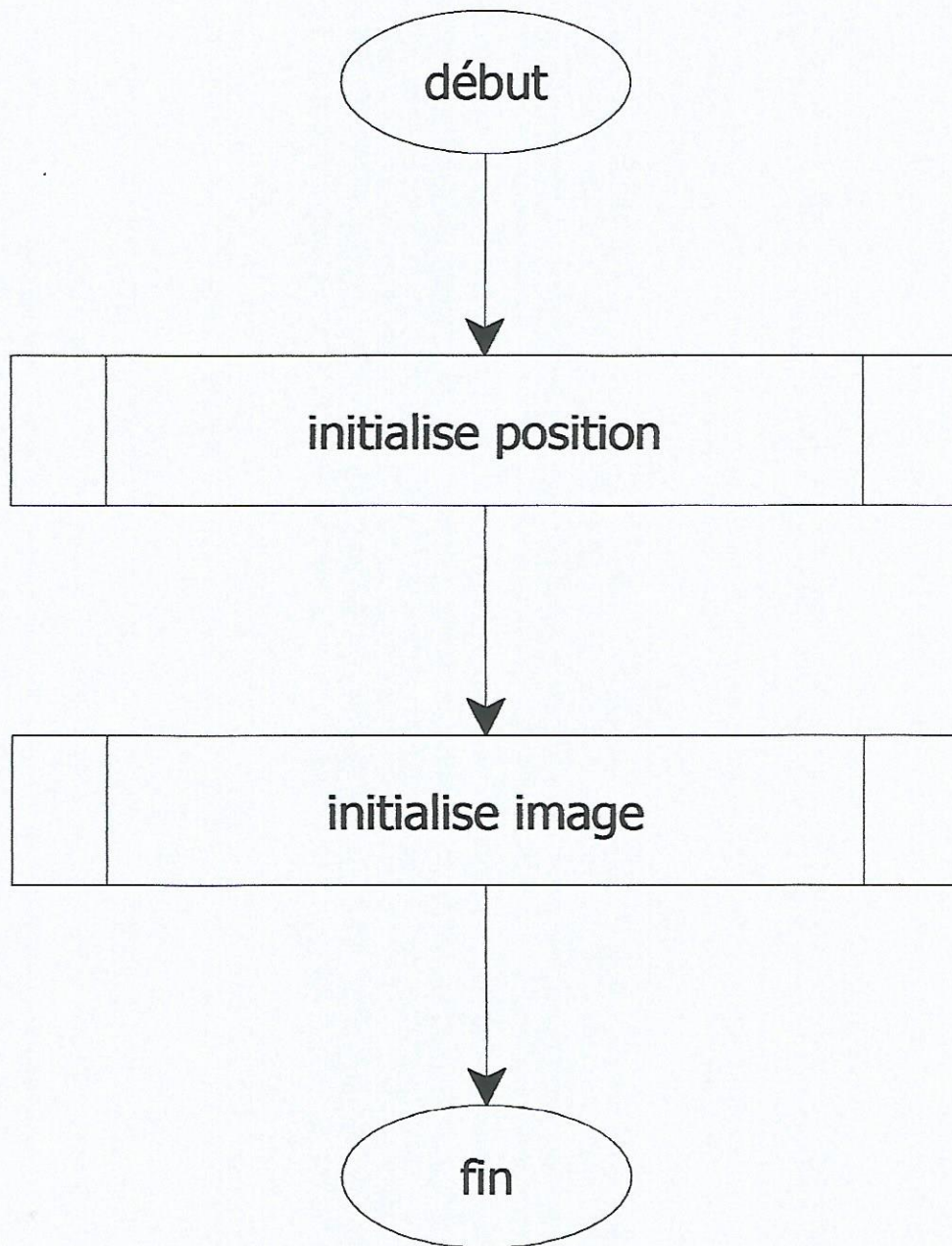
initialise jeu niveau2



initialise joueurs niveau 3

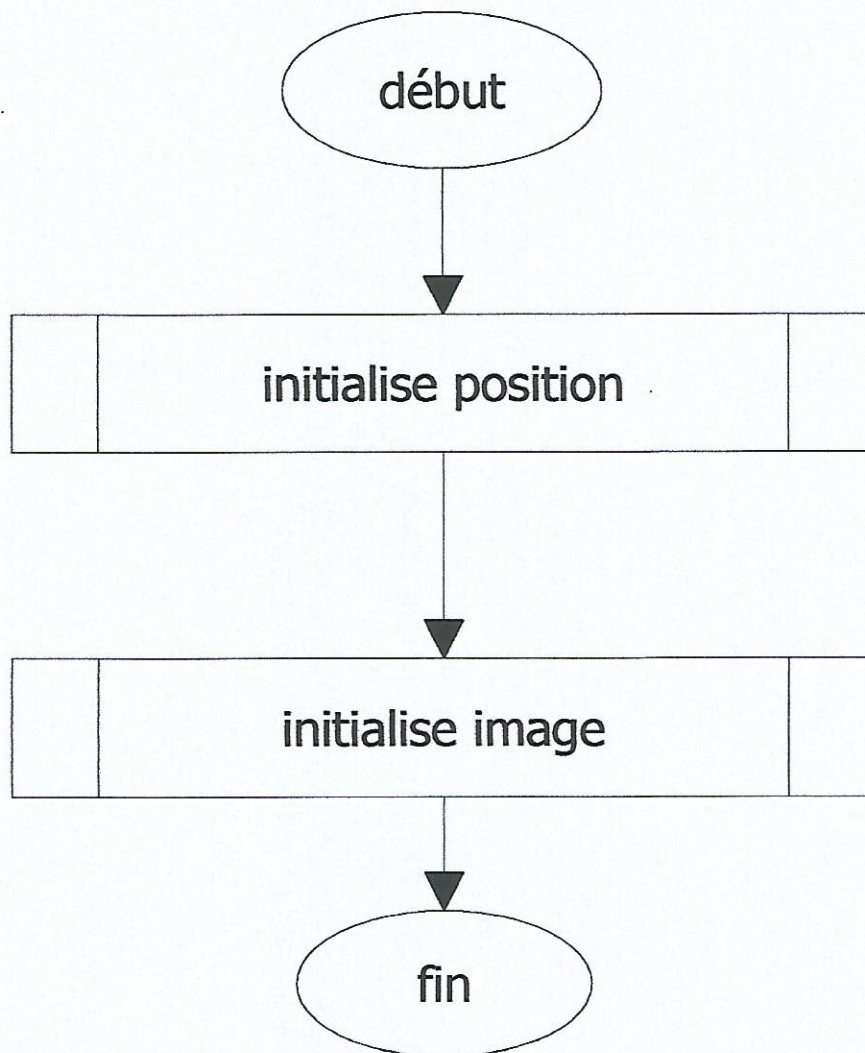


initialiser background niveau 3



X

initialise entités secondaires niveau 3



initialise menu pause

