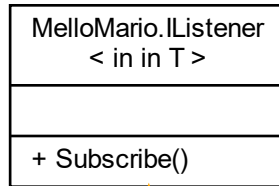
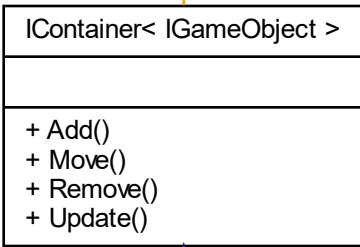
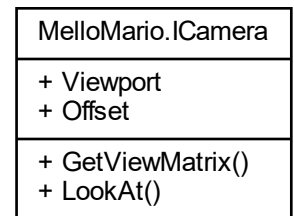
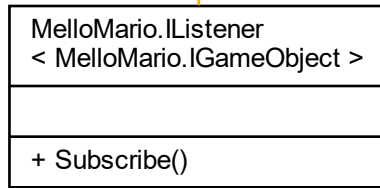
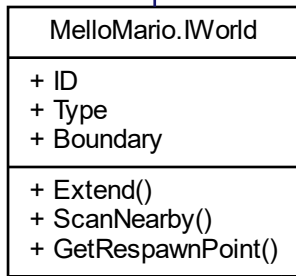


< IGameObject >



< MelloMario::IGameObject >



-world

-listener

-camera

