System Operations
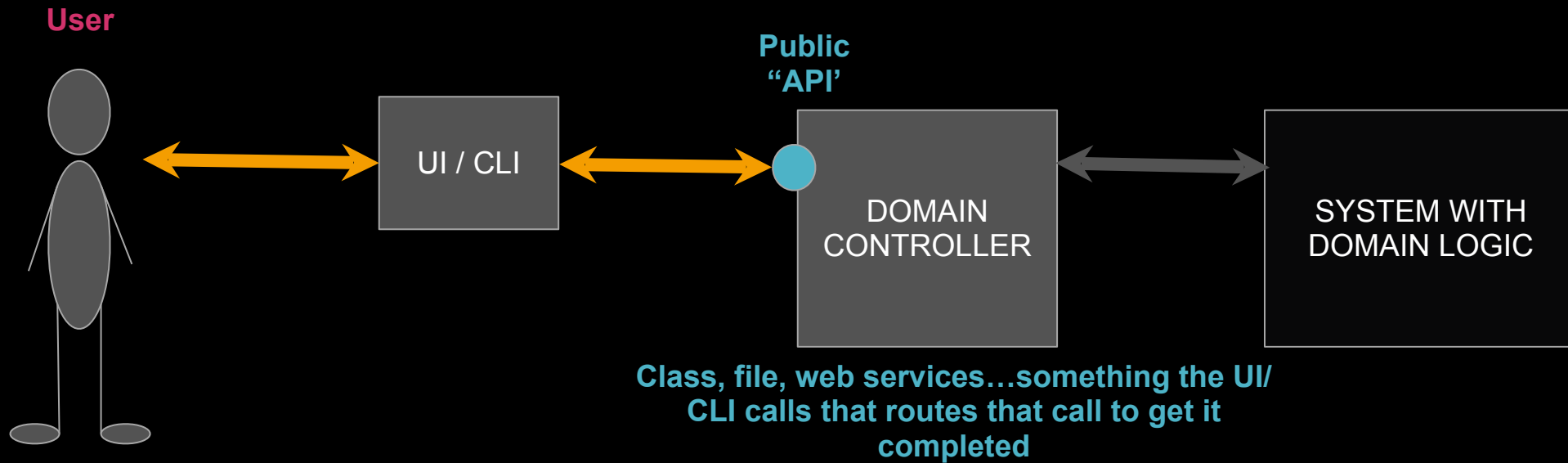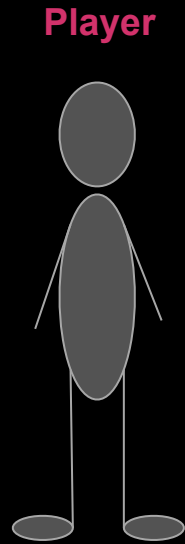
System Operations - Case Study

Player

Game
User
Interface

Game Controller