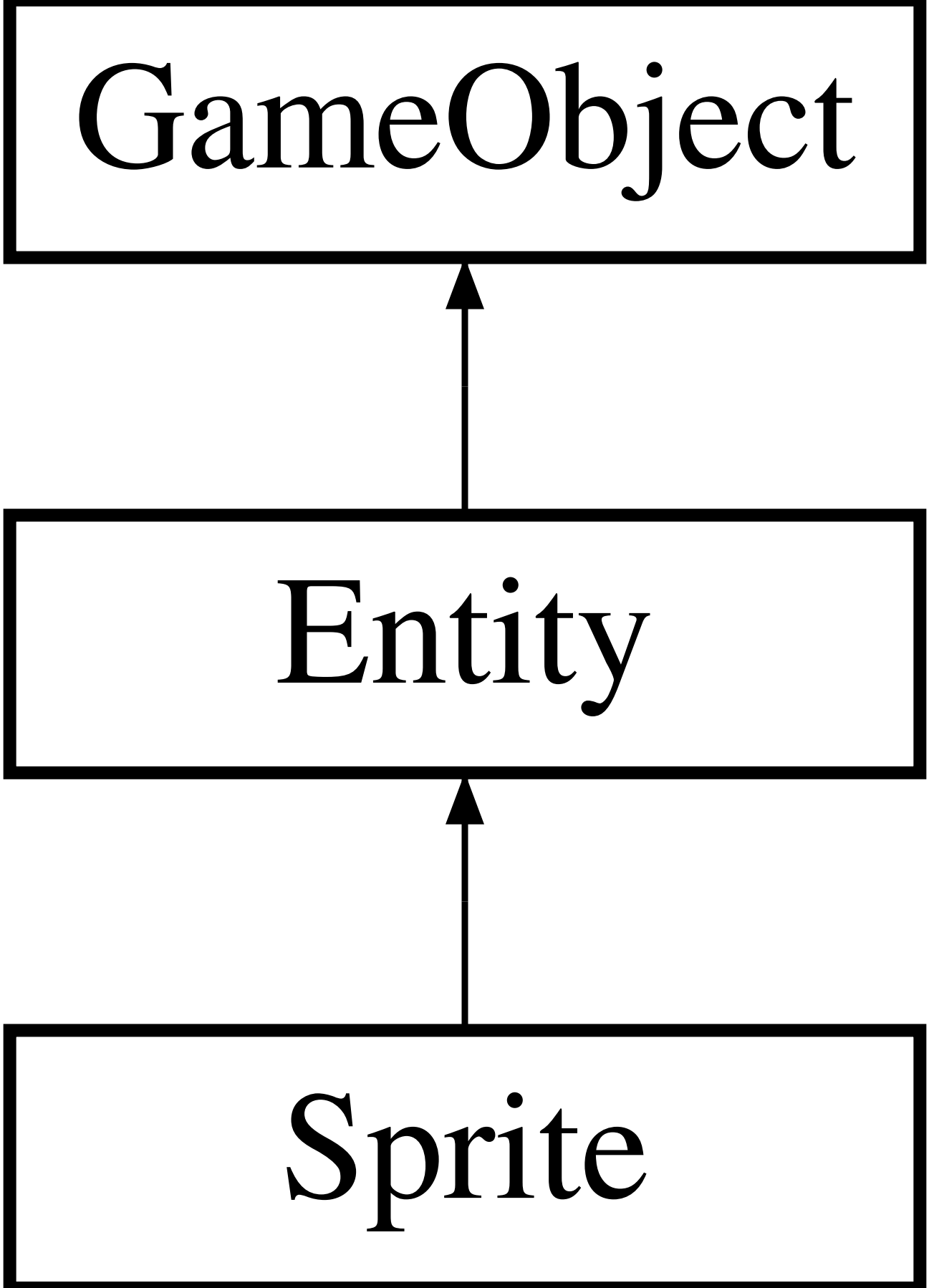
GameObject
Entity
Sprite