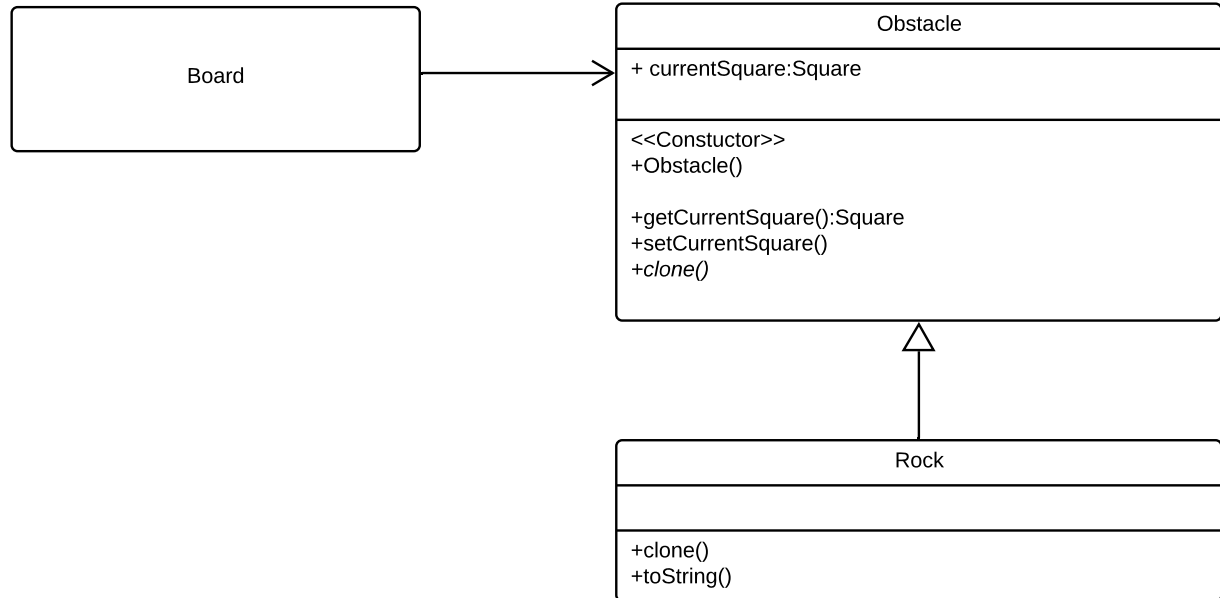


# Prototype



## Description

*Allows to create exact copies of obstacles without having to recreate the object with the exact same parameters. Since every rock is the same in the game, cloning is a viable solution. Also improves extensibility allowing other obstacles to be easily added*