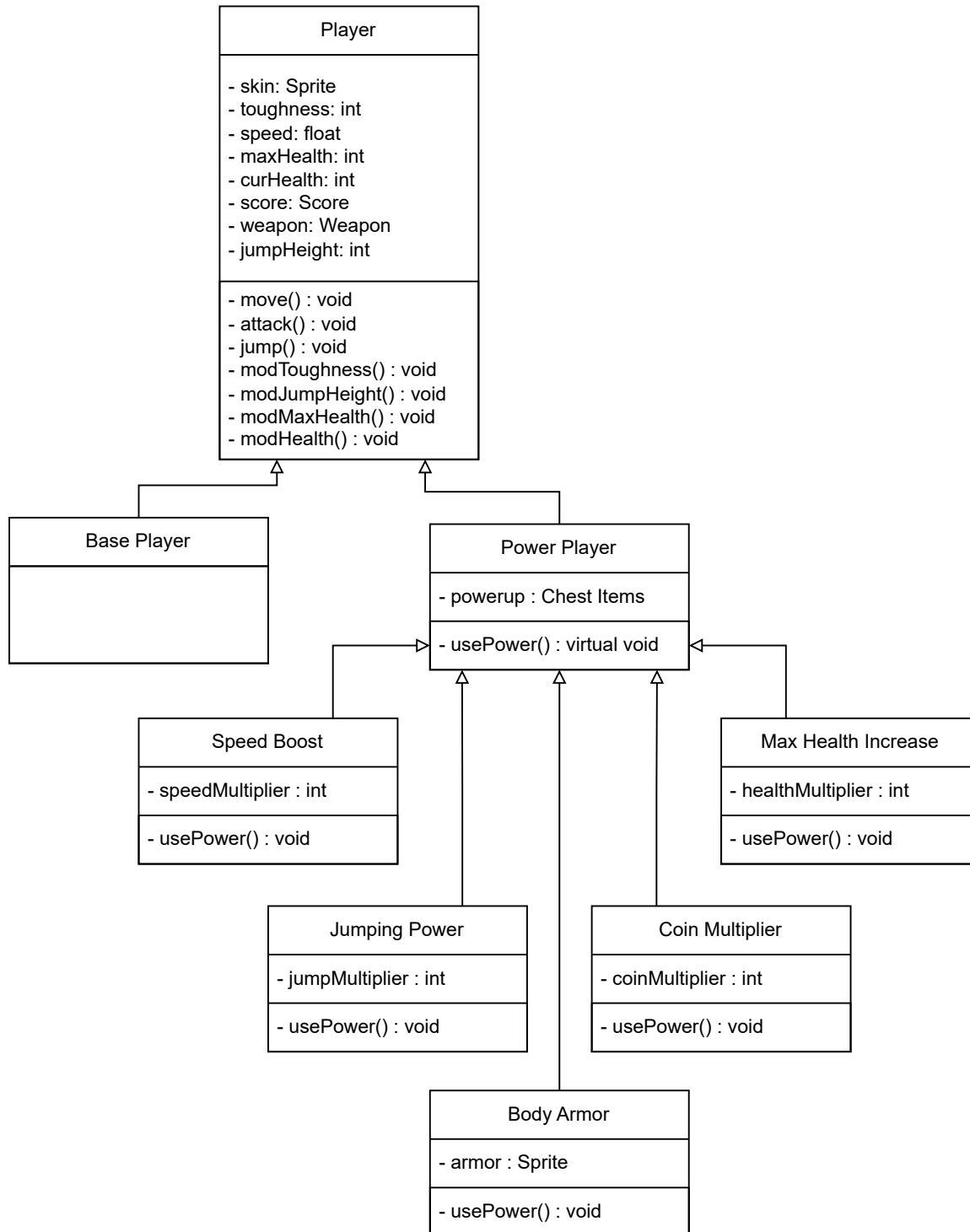
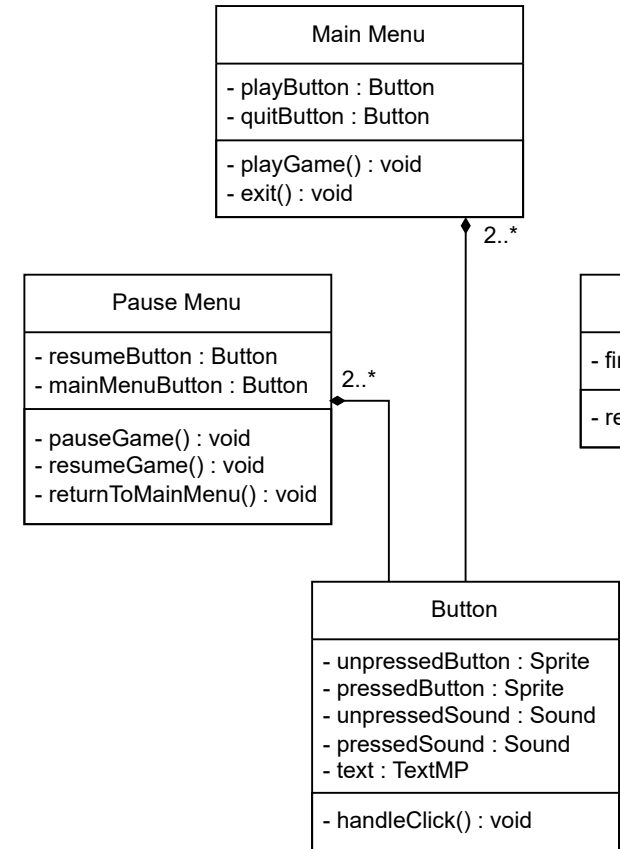


Player Feature



Menu Feature



Game Over Menu
finalScore : Score
returnToMainMenu() : void