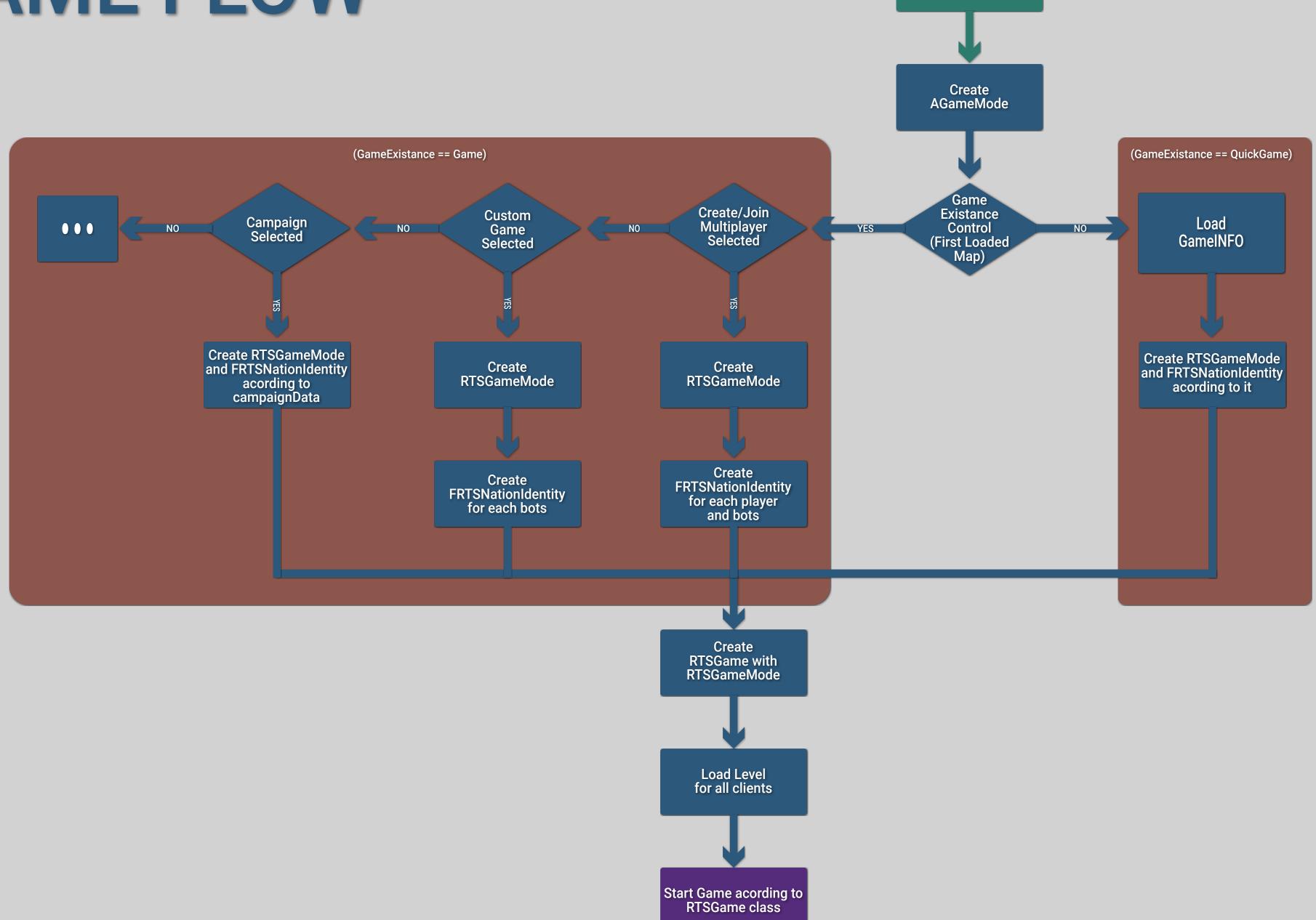
GAME FLOW



Create AGameInstance