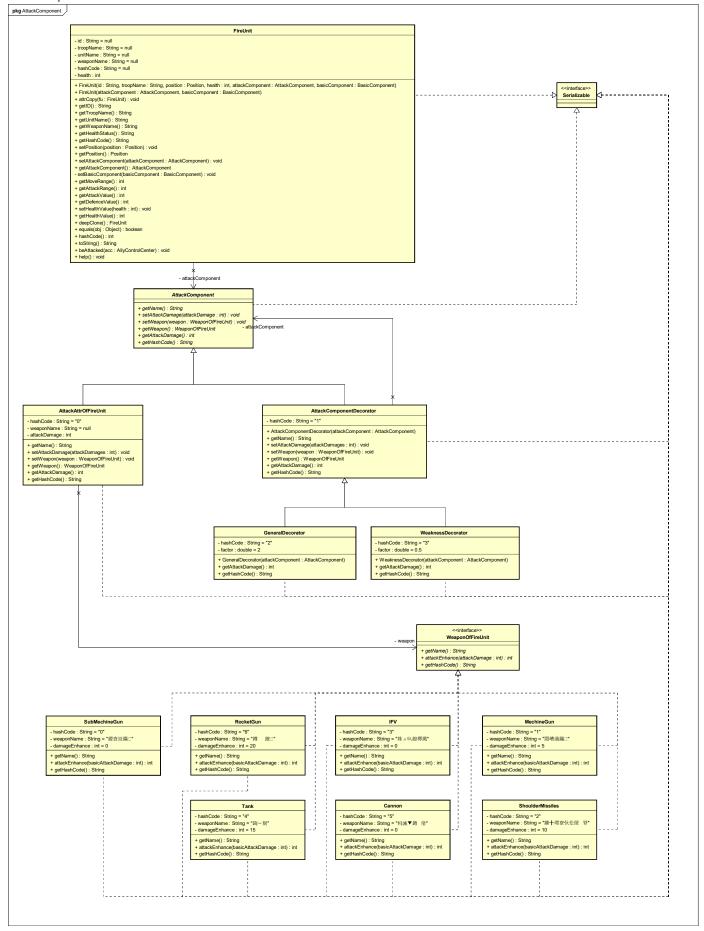
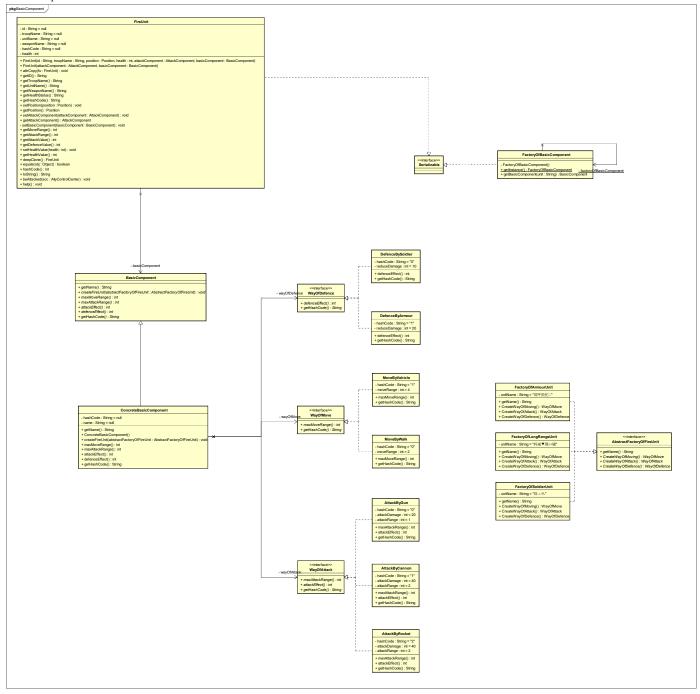
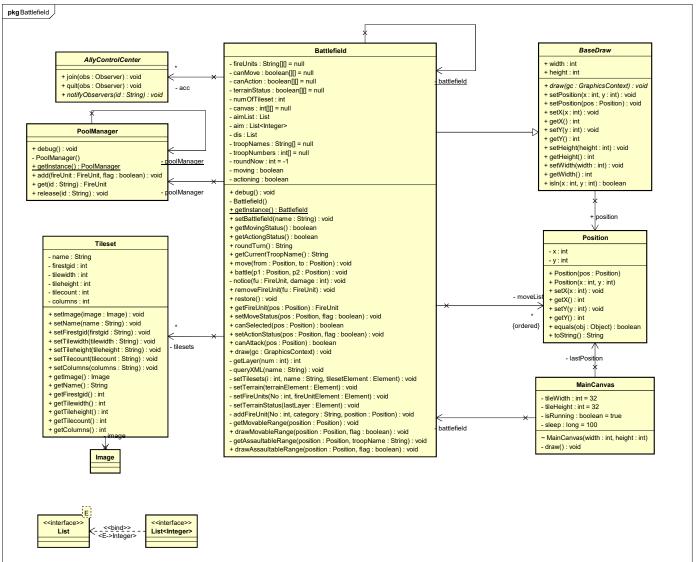
AttackComponent 2016/05/01



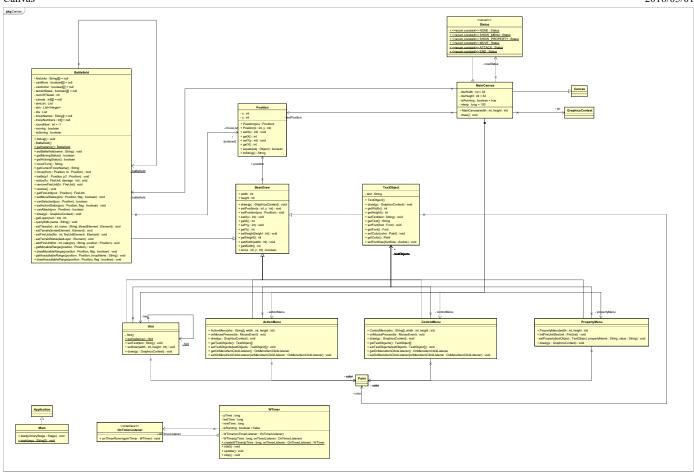
BasicComponent 2016/05/01



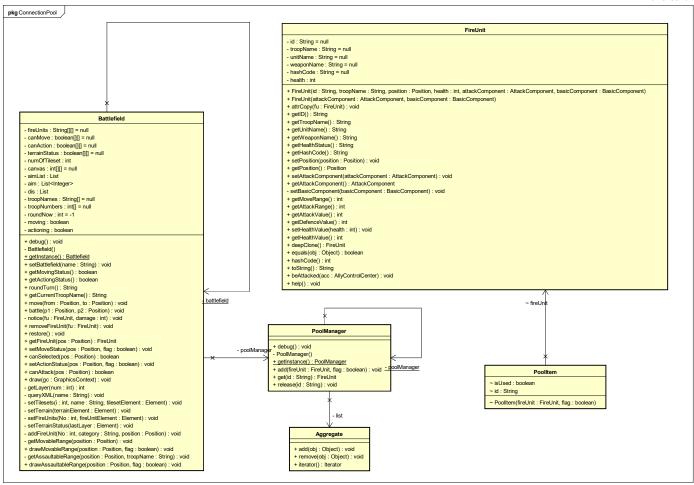
Battlefield 2016/05/01



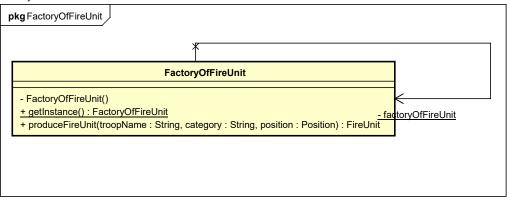
Canvas 2016/05/01



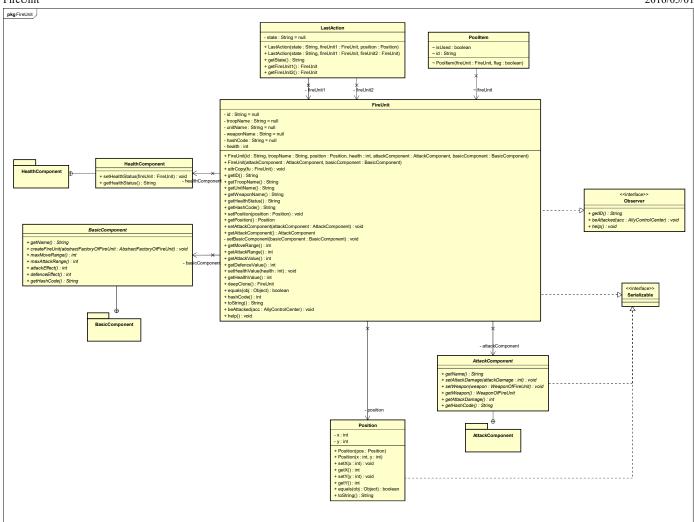
ConnectionPool 2016/05/01



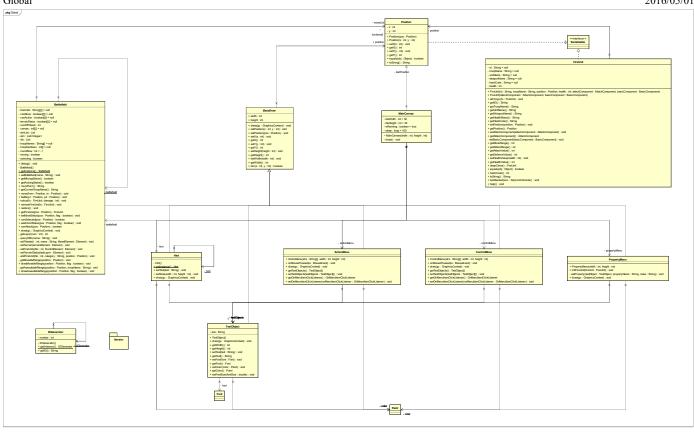
FactoryOfFireUnit 2016/05/01



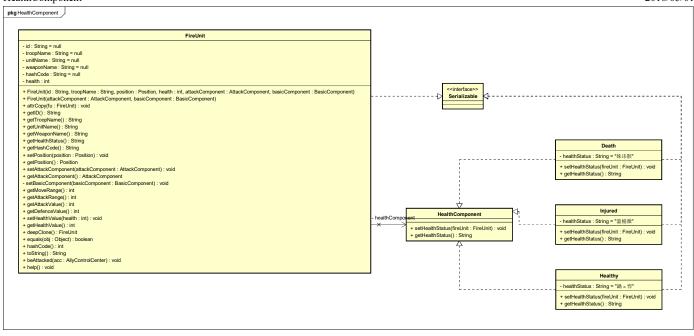
FireUnit 2016/05/01



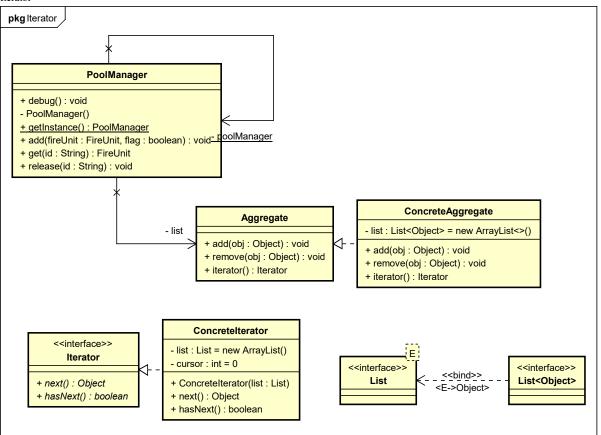
Global 2016/05/01



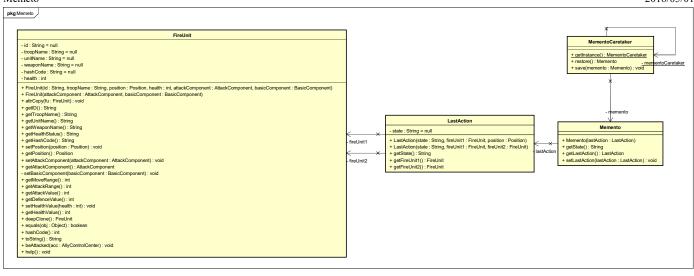
HealthComponent 2016/05/01



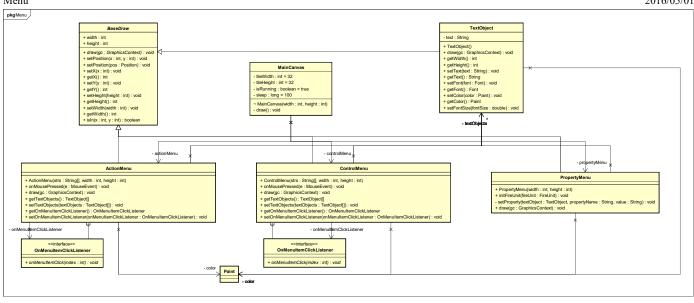
Iterator 2016/05/01



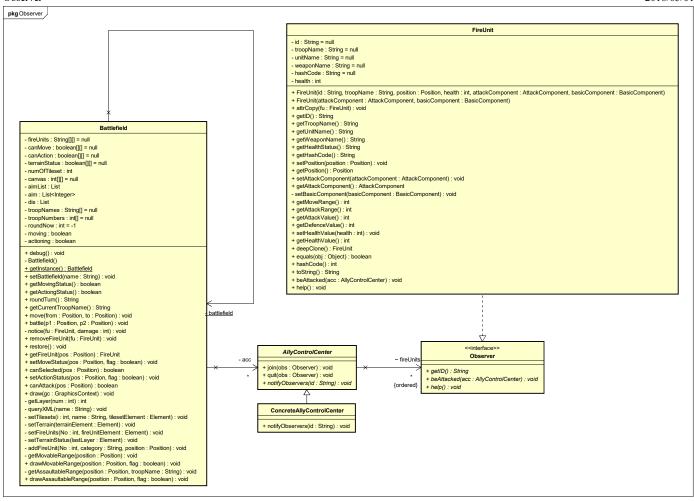
Memeto 2016/05/01



Menu 2016/05/01



Observer 2016/05/01



Package 2016/05/01

