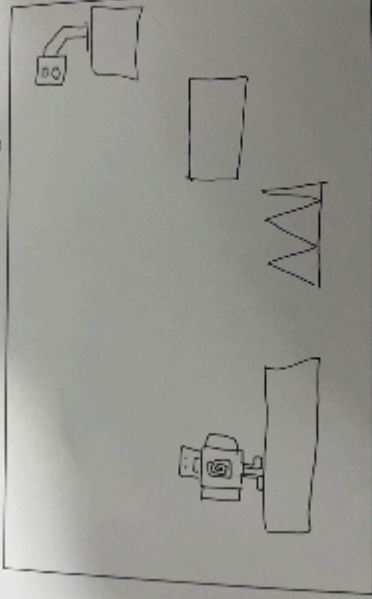
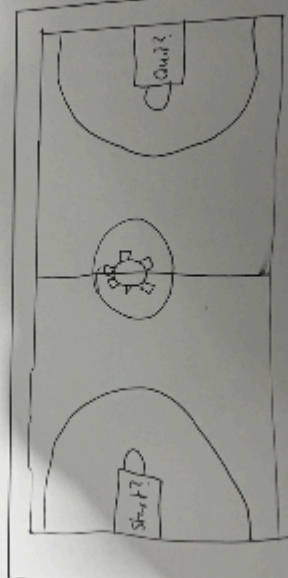


Screen / Scene / Level Name: Level One Ending

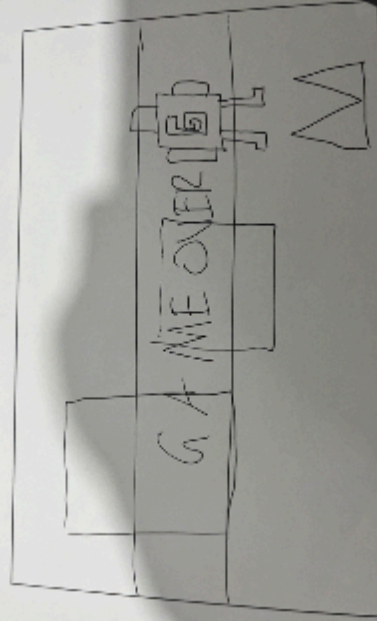


Inventory of everything you will need to construct this scene.

Screen / Scene / Level Name: 5 Flash Screen



Screen / Scene / Level Name: Game Over



Inventory of everything you will need to construct this scene.

Screen / Scene / Level Name: Level Start

