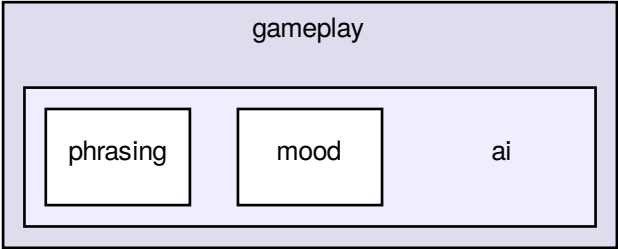


gameplay



```
graph TD; gameplay[gameplay] -- contains --> subcontainer[ ]; subcontainer -- contains --> phrasing[phrasing]; subcontainer -- contains --> mood[mood]; subcontainer -- contains --> ai[ai];
```

phrasing

mood

ai