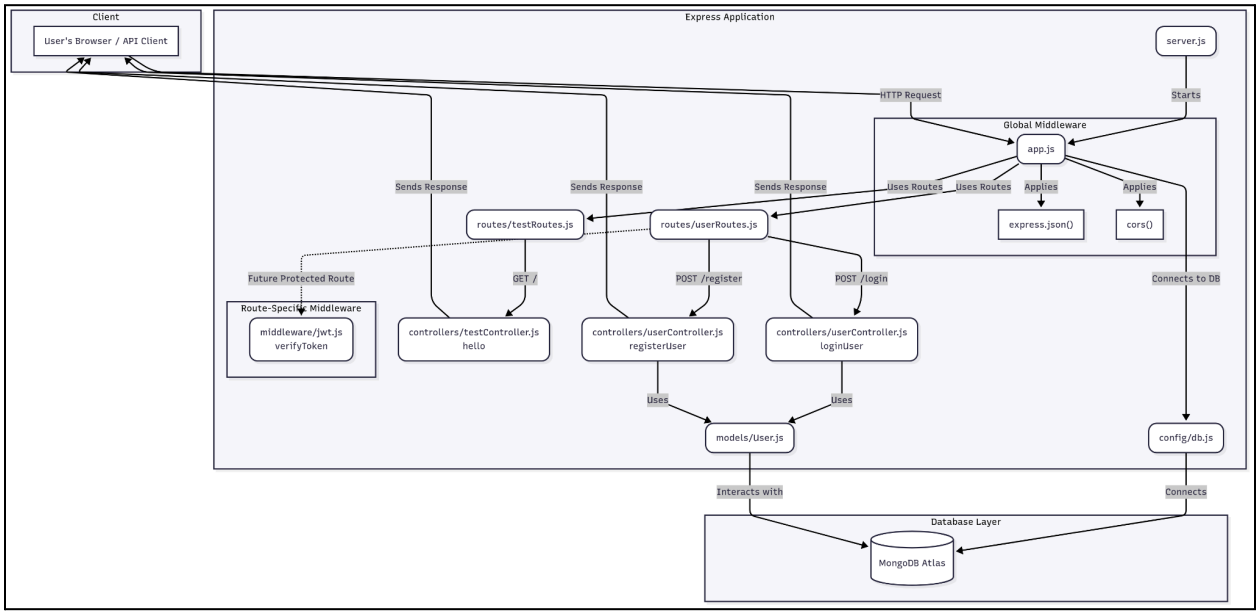
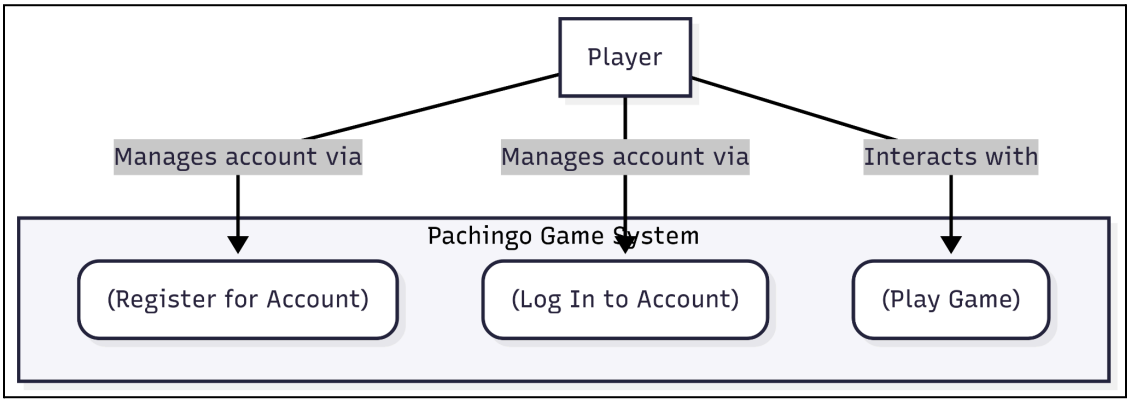
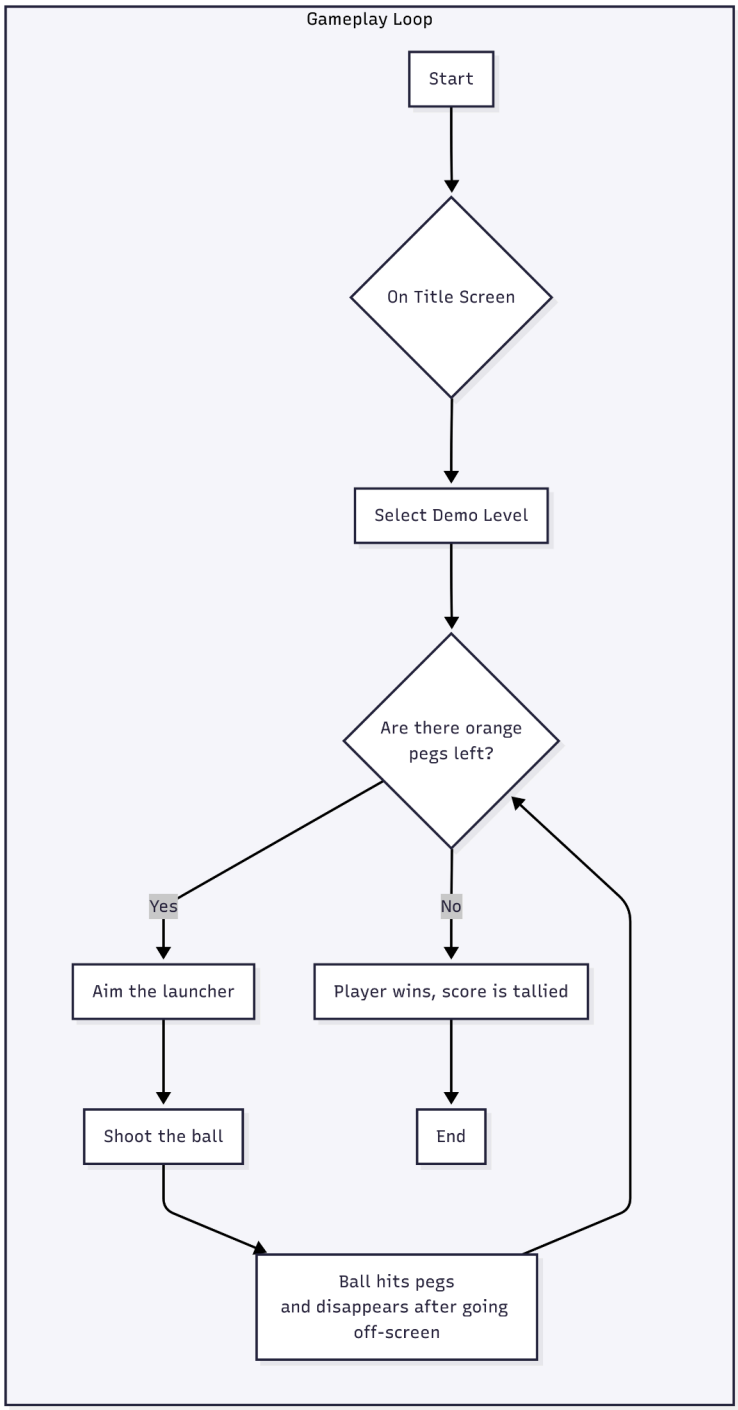
Backend UML (Niko)



Menu Flow (Tahir)



Gameplay Loop (Michael)