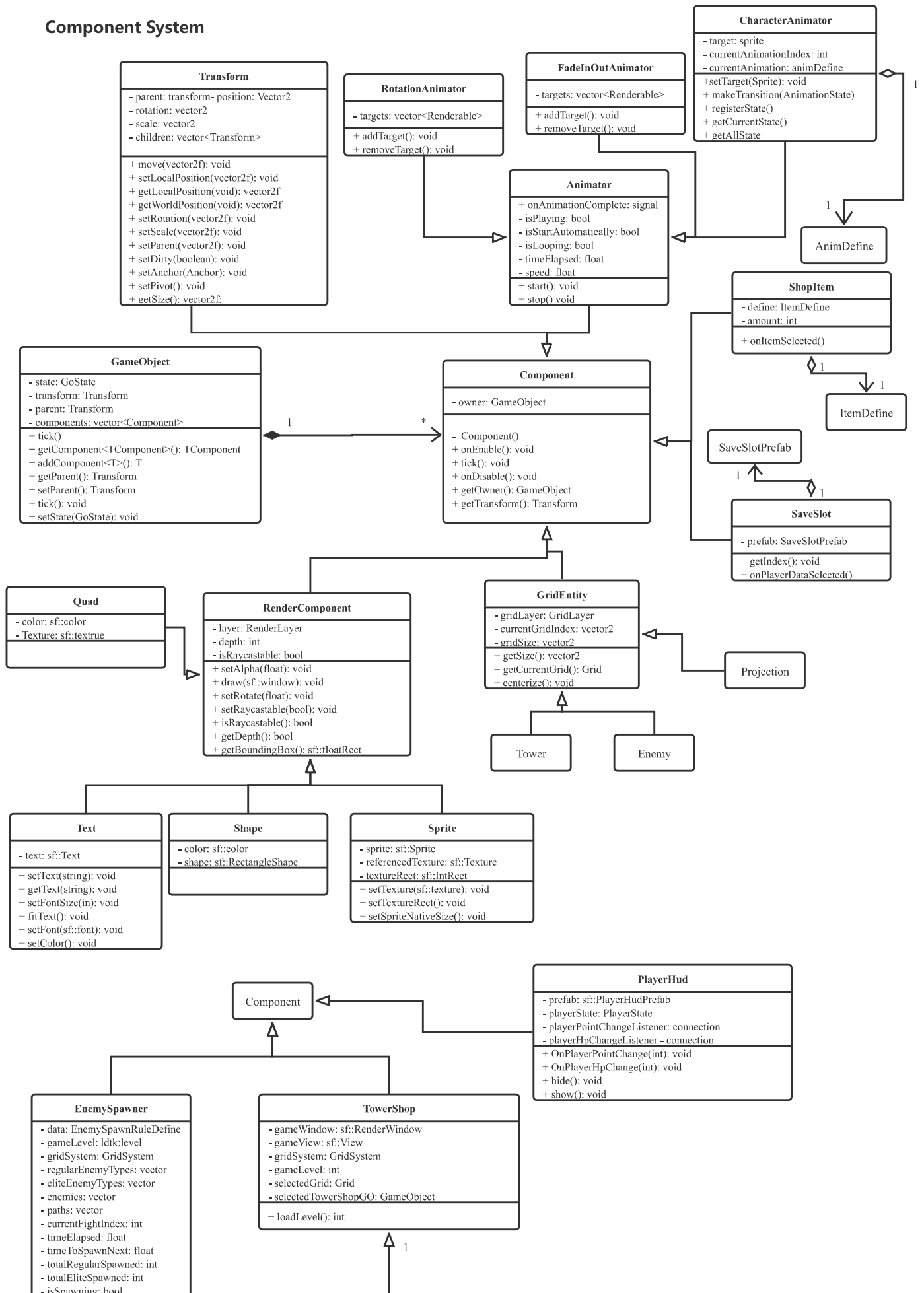
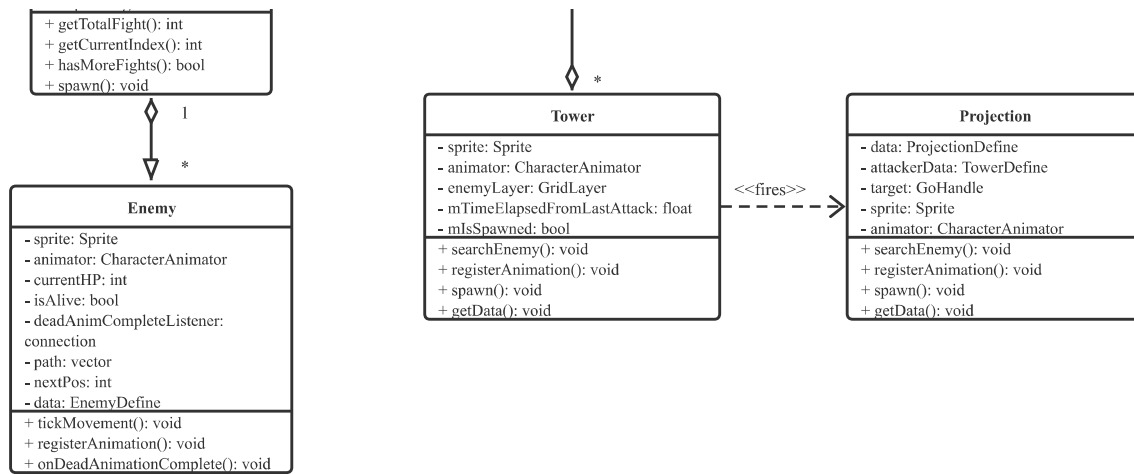
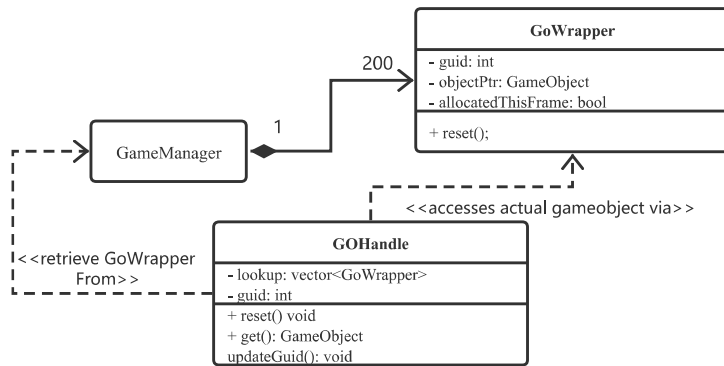


Component System

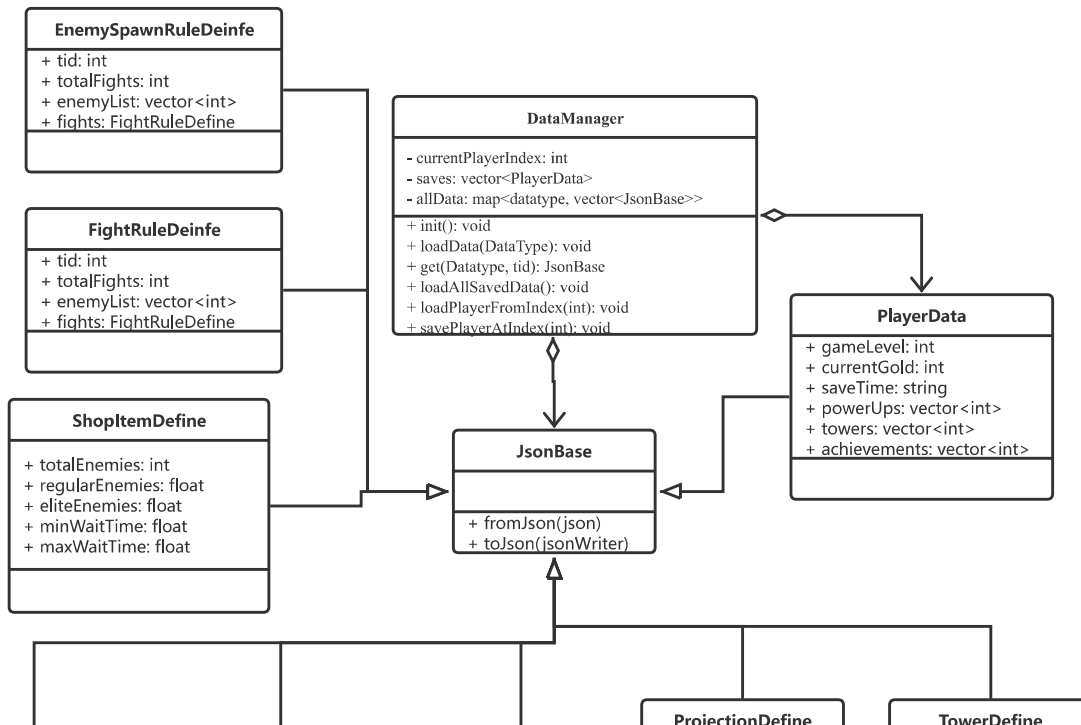


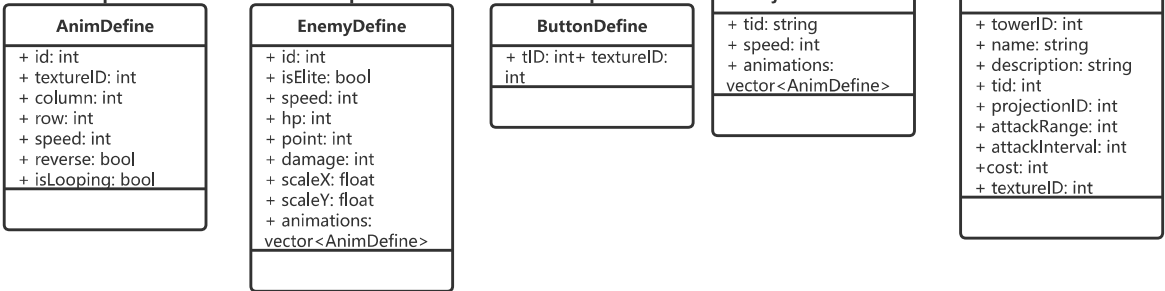


Object Handle & Object Wrapper

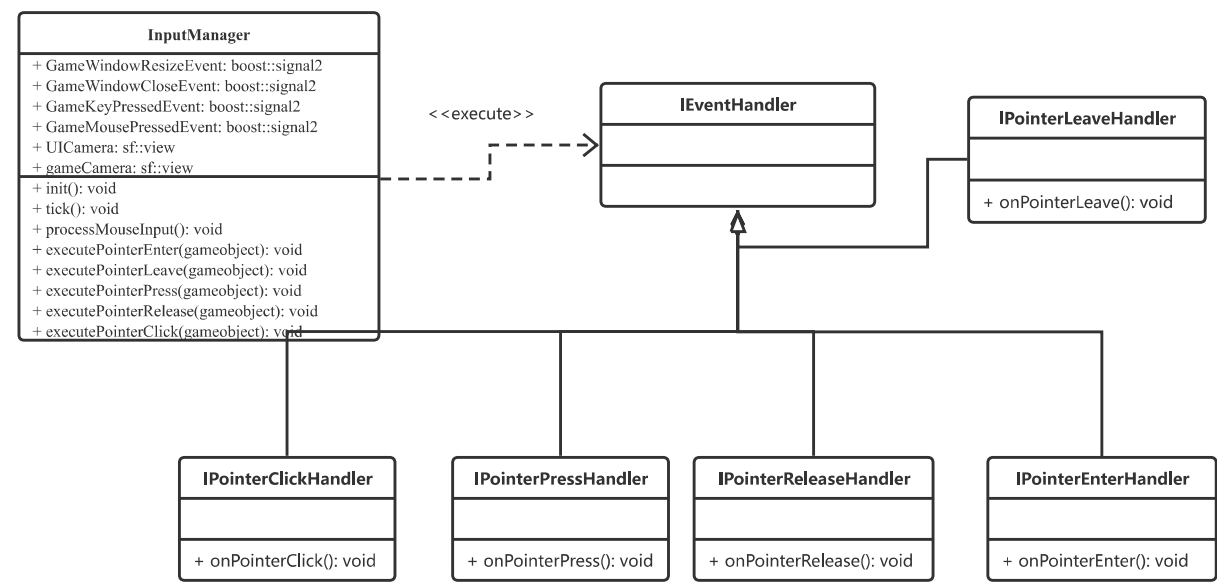


Data Serialization & deserialization

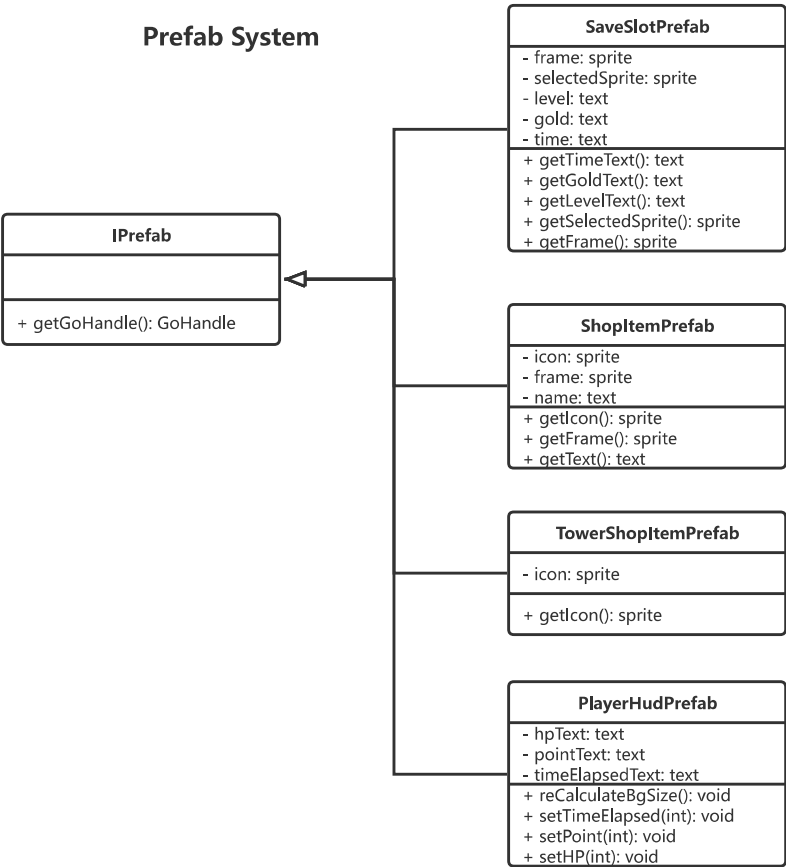




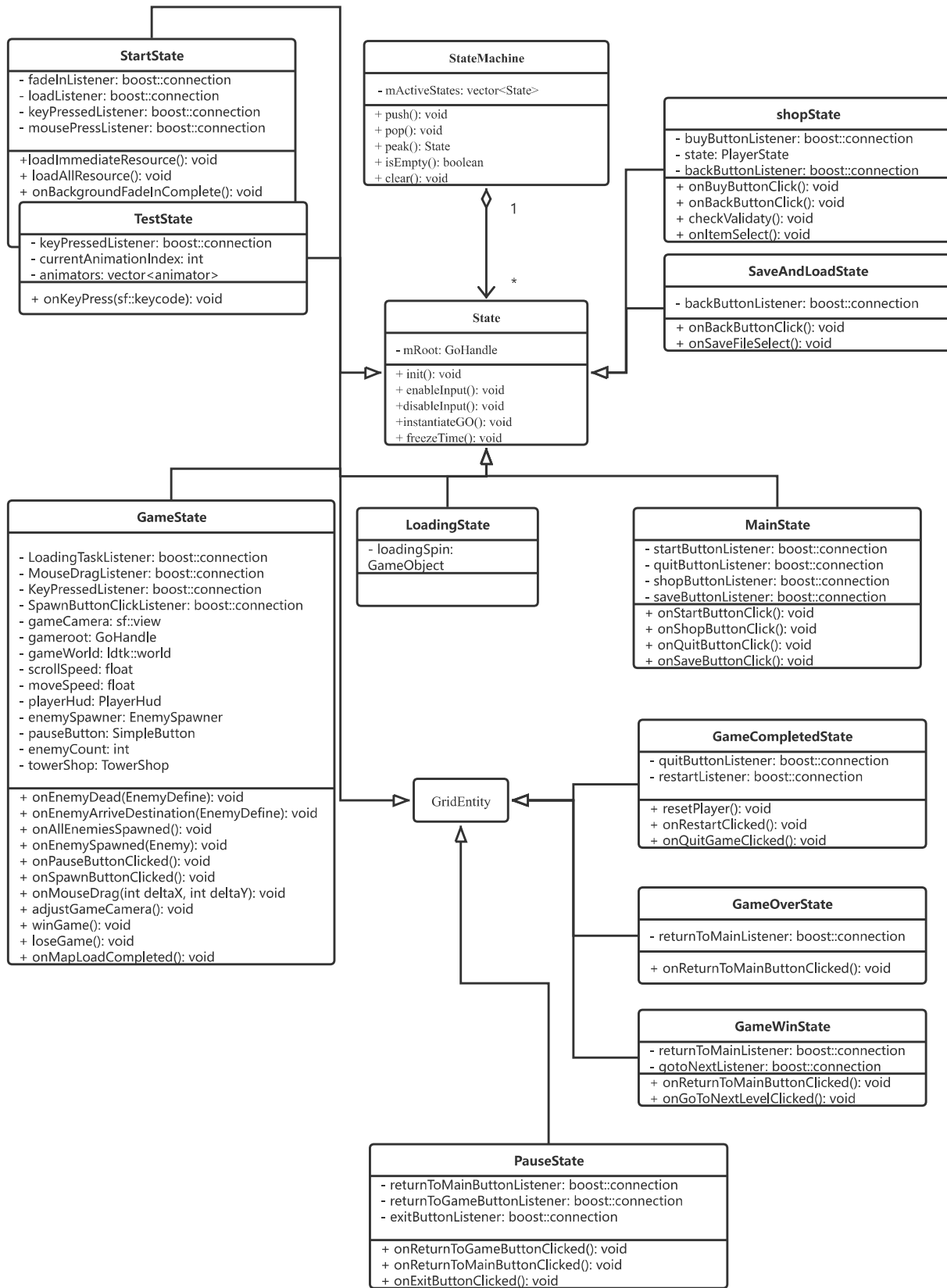
Input System



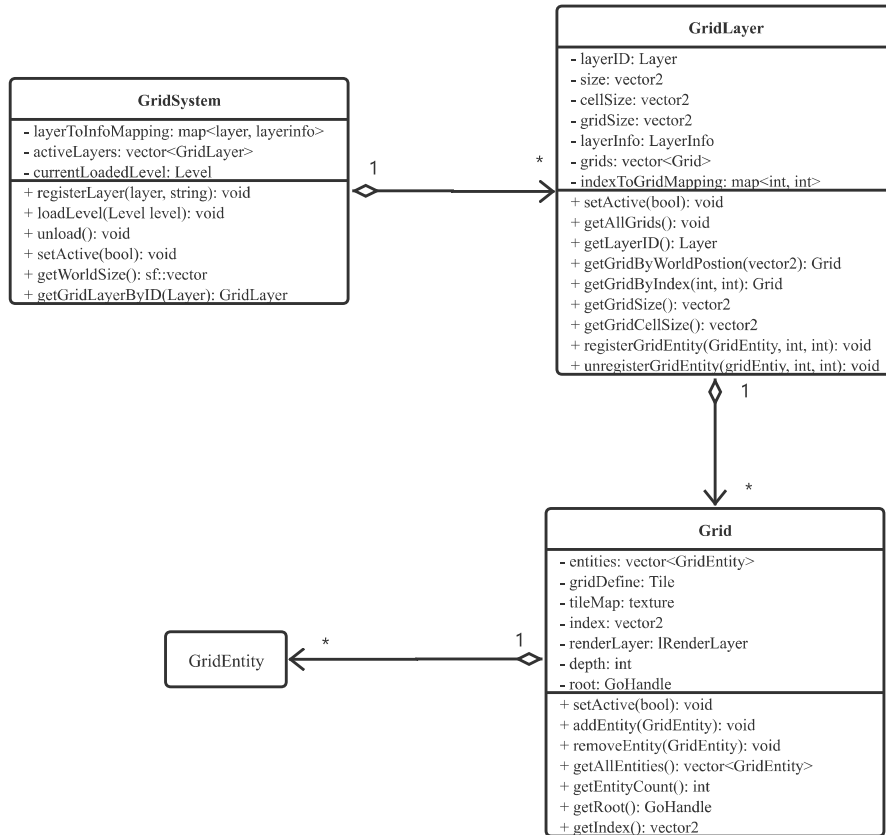
Prefab System



State System



Grid System



Audio System

