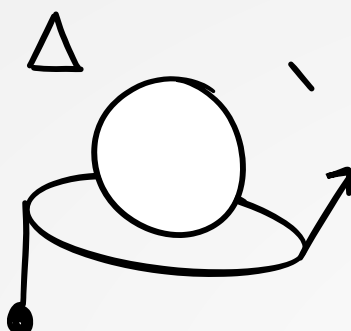
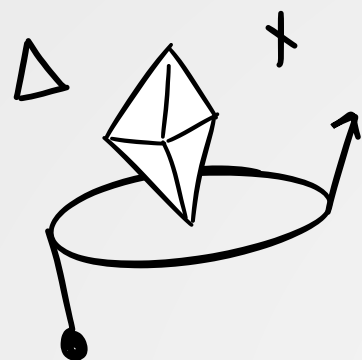


Cómo implementar niveles

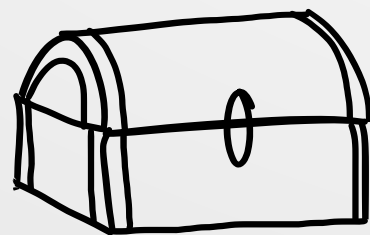
(sin morir en el intento)



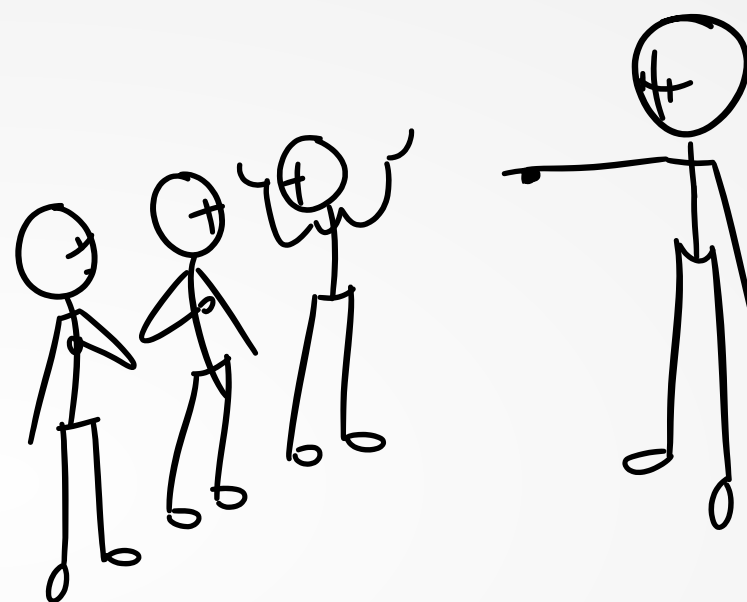
REUSABILIDAD



PERSISTENCIA



COMUNICACIÓN



POV Y SCENE

