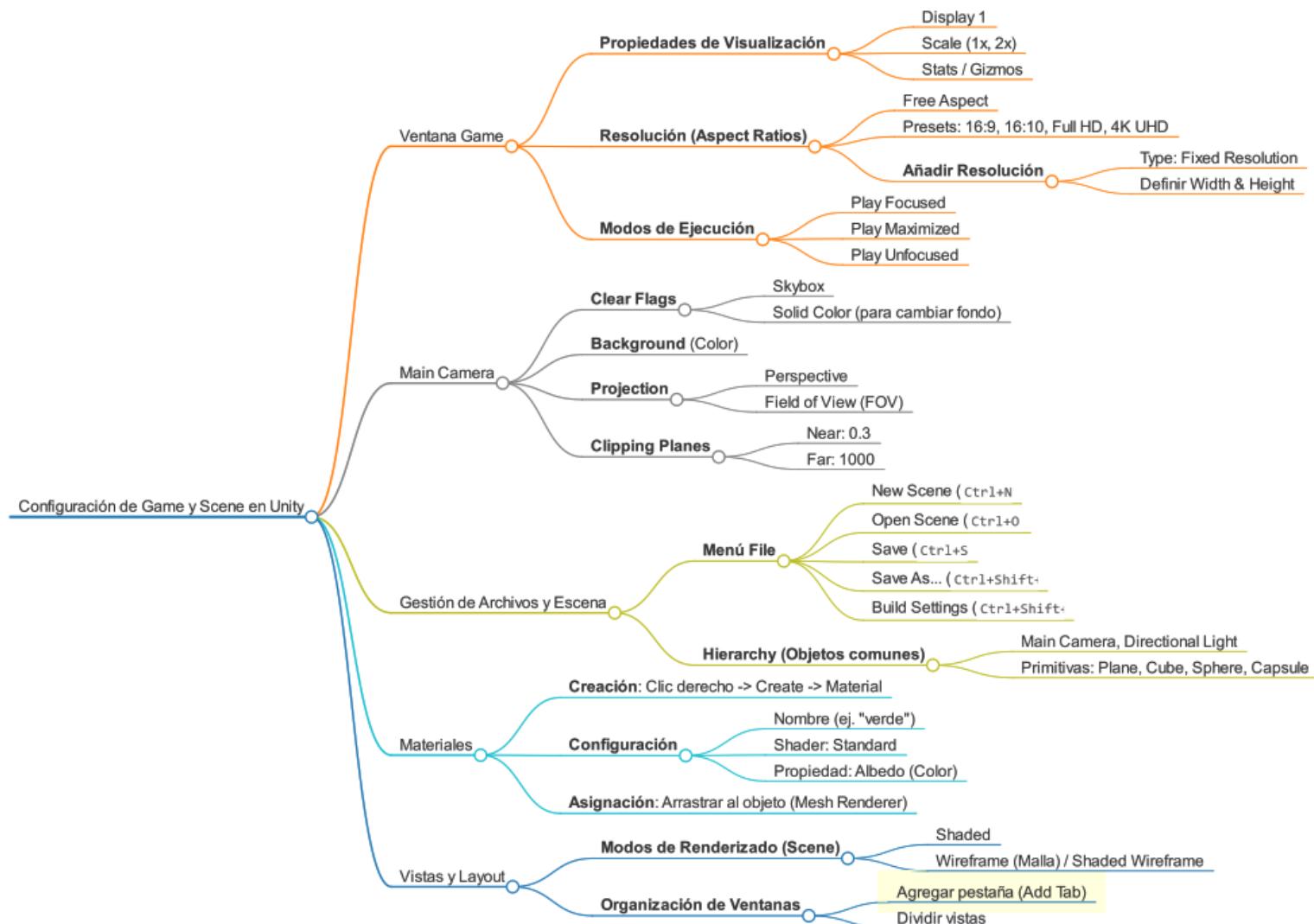
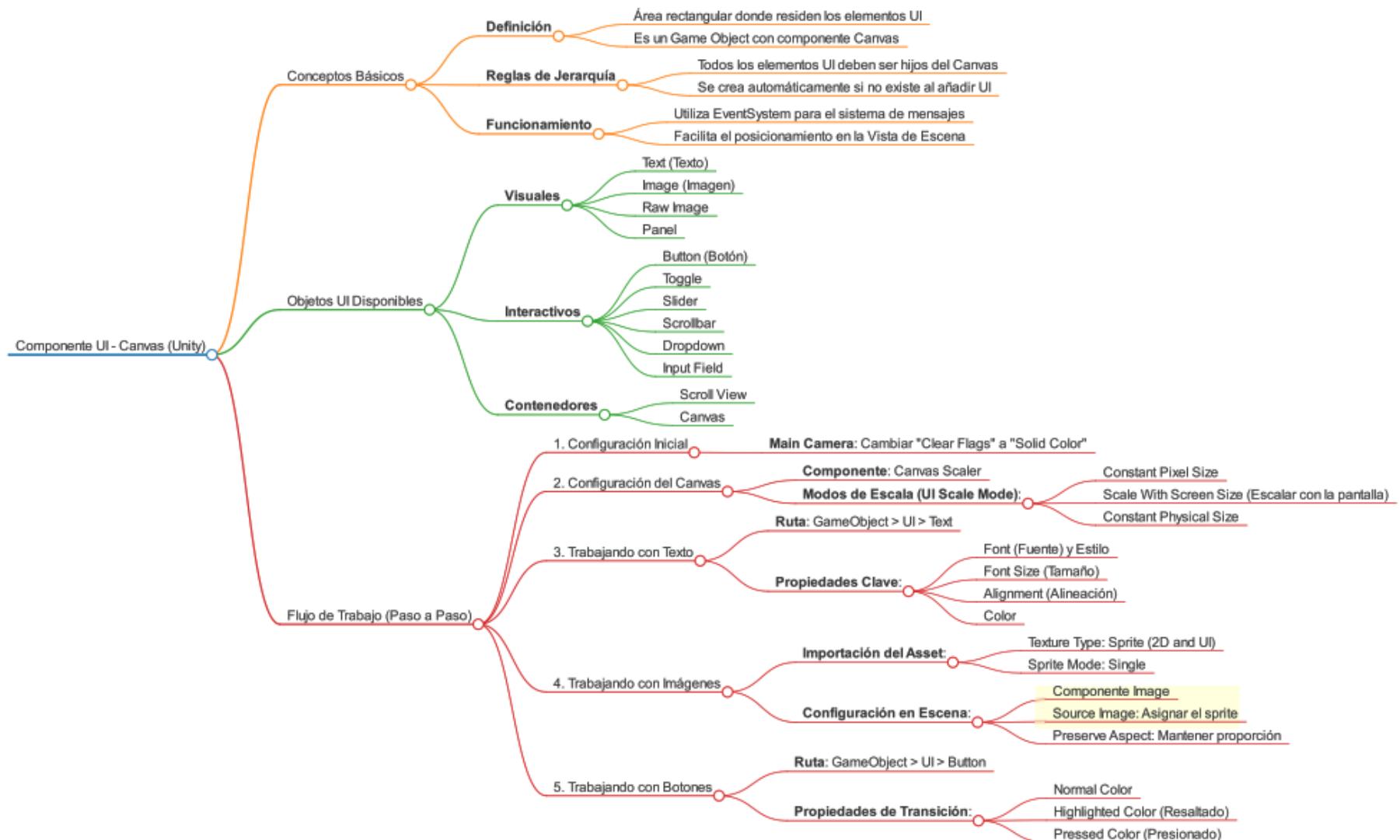


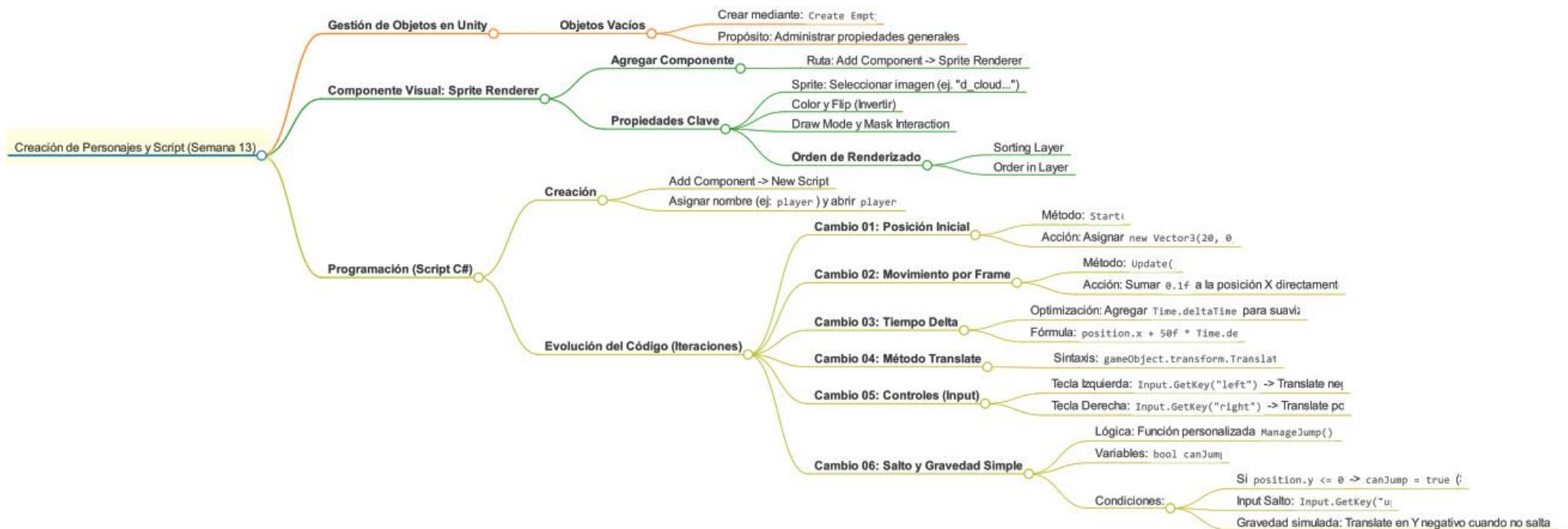
SEMANA 11



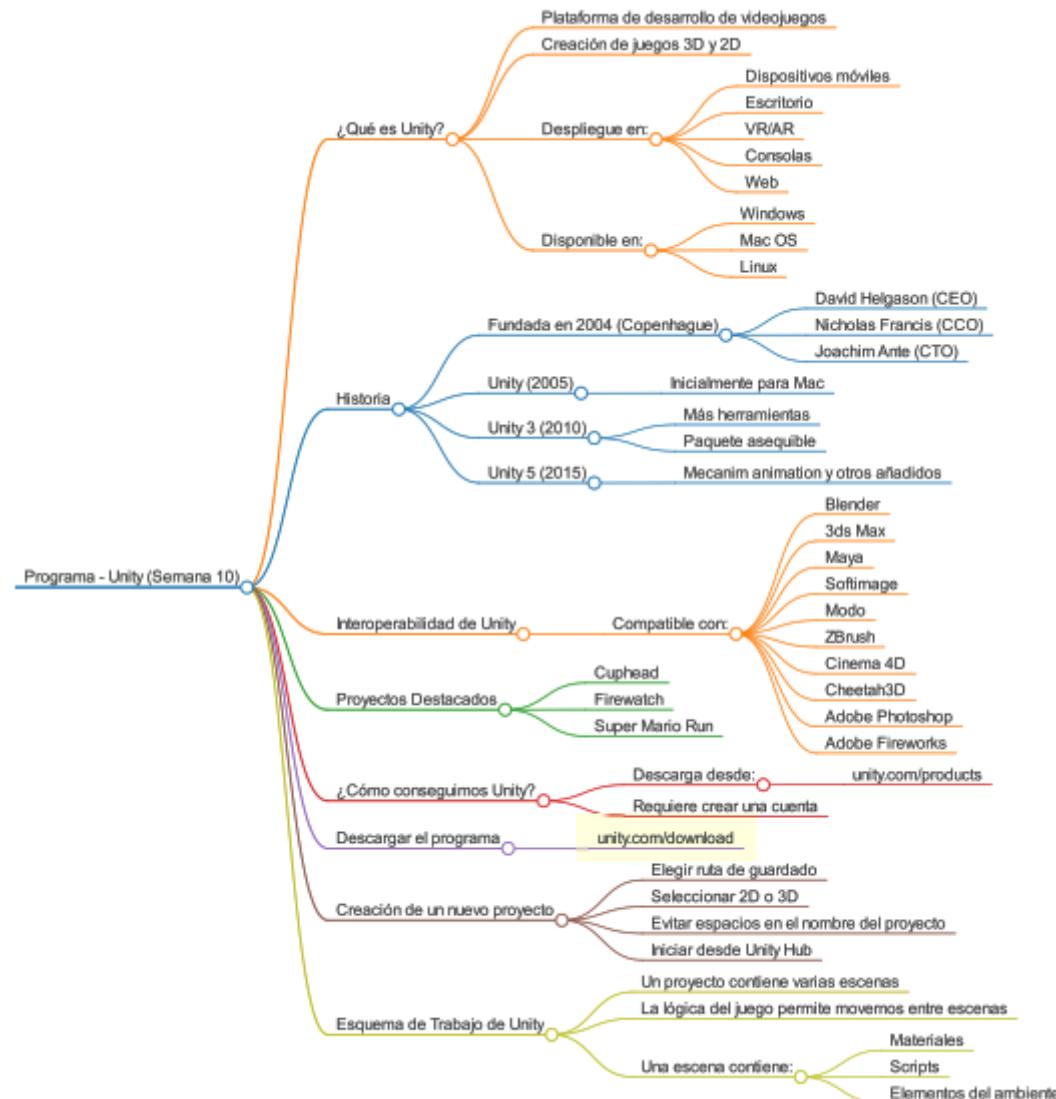
COMPONENTE UI



SEMANA 13



SEMANA 10



GAME DESIGN

