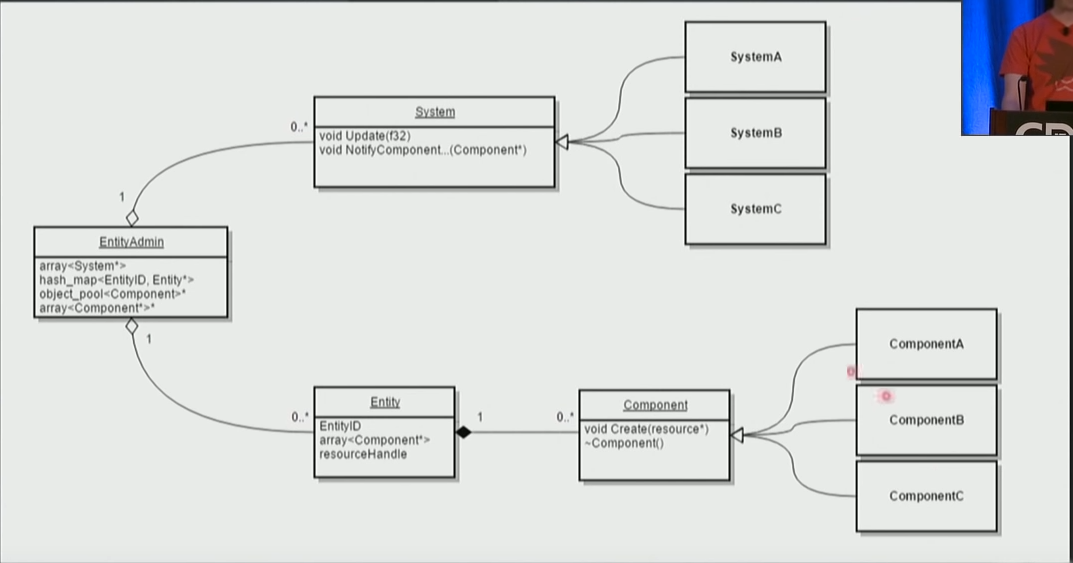
SXNGN Design Doc

# Architecture

Using Entity System Component architecture inspired by the implementation in Overwatch



# Inspiration Notes

<https://etodd.io/> “Poor Man’s Dialogger”