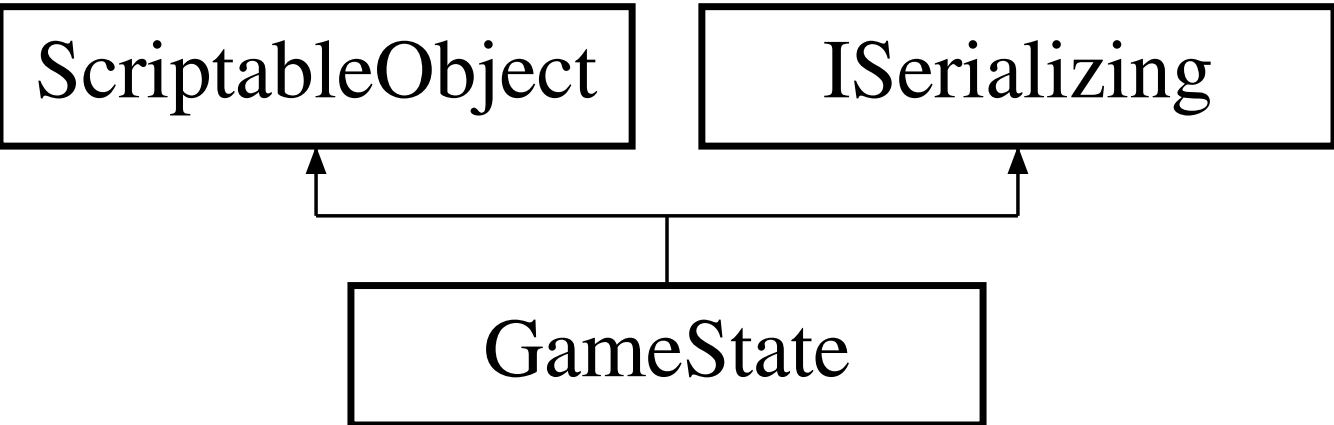
ScriptableObject
ISerializing
GameState