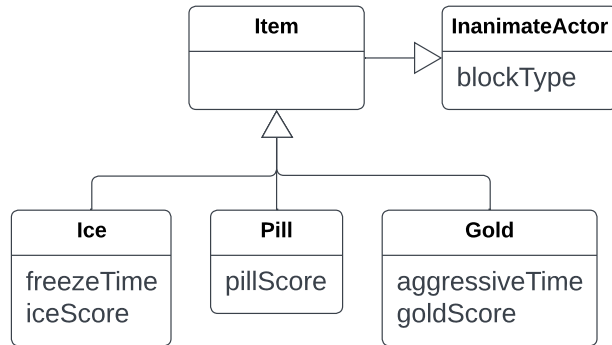
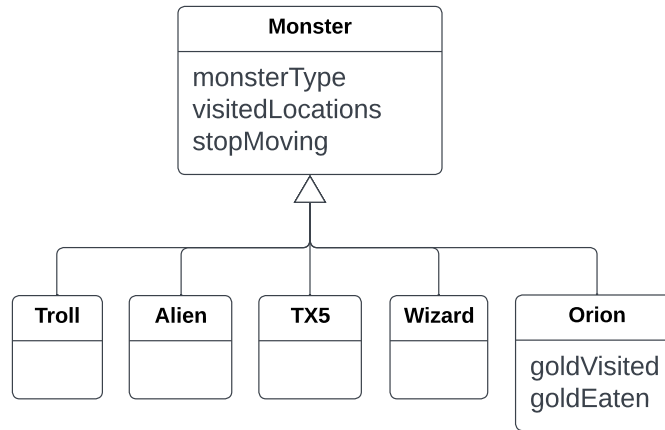


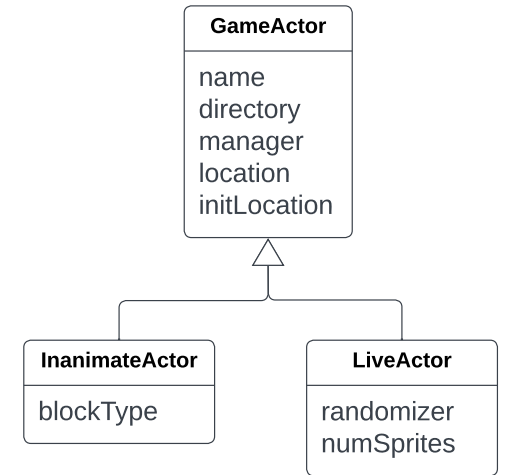
Creation of abstract
Item superclass



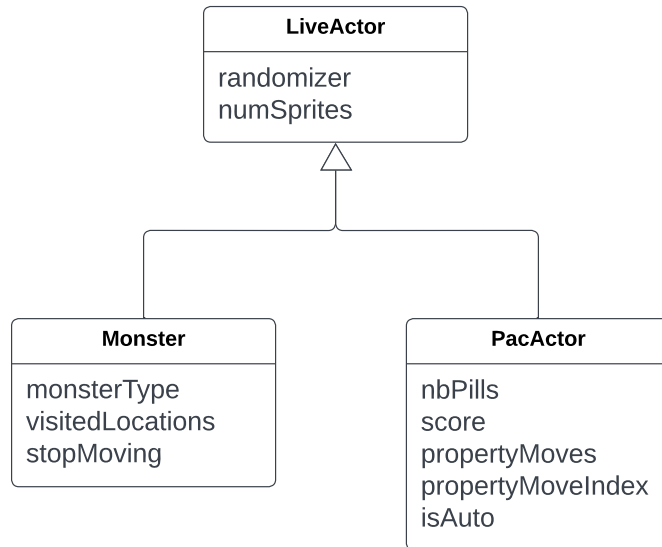
Creation of abstract
Monster superclass



Creation of abstract
GameActor superclass



Creation of LiveActor
superclass



Creation of Game
class

