

Game

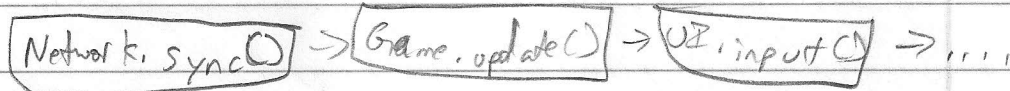
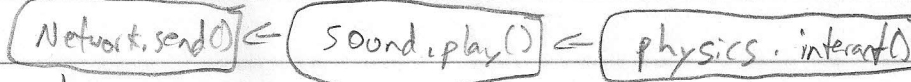
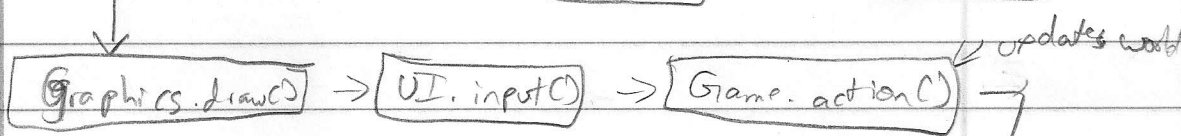
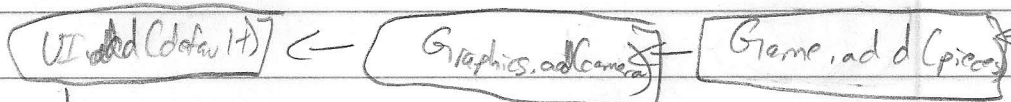
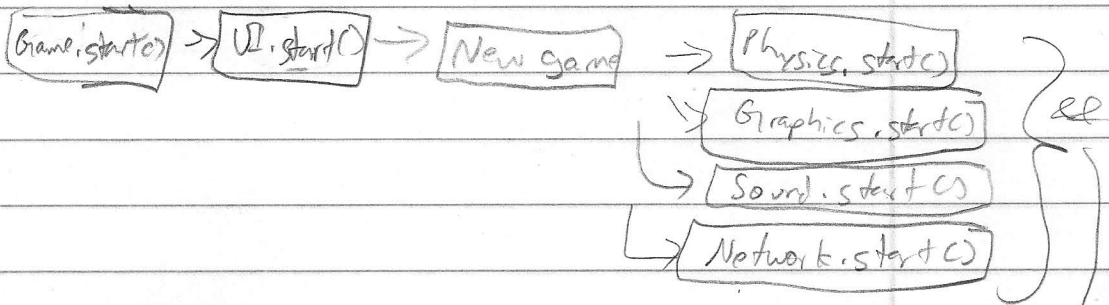
Physics

Graphics

Sound

Network

UI



receives/updates

