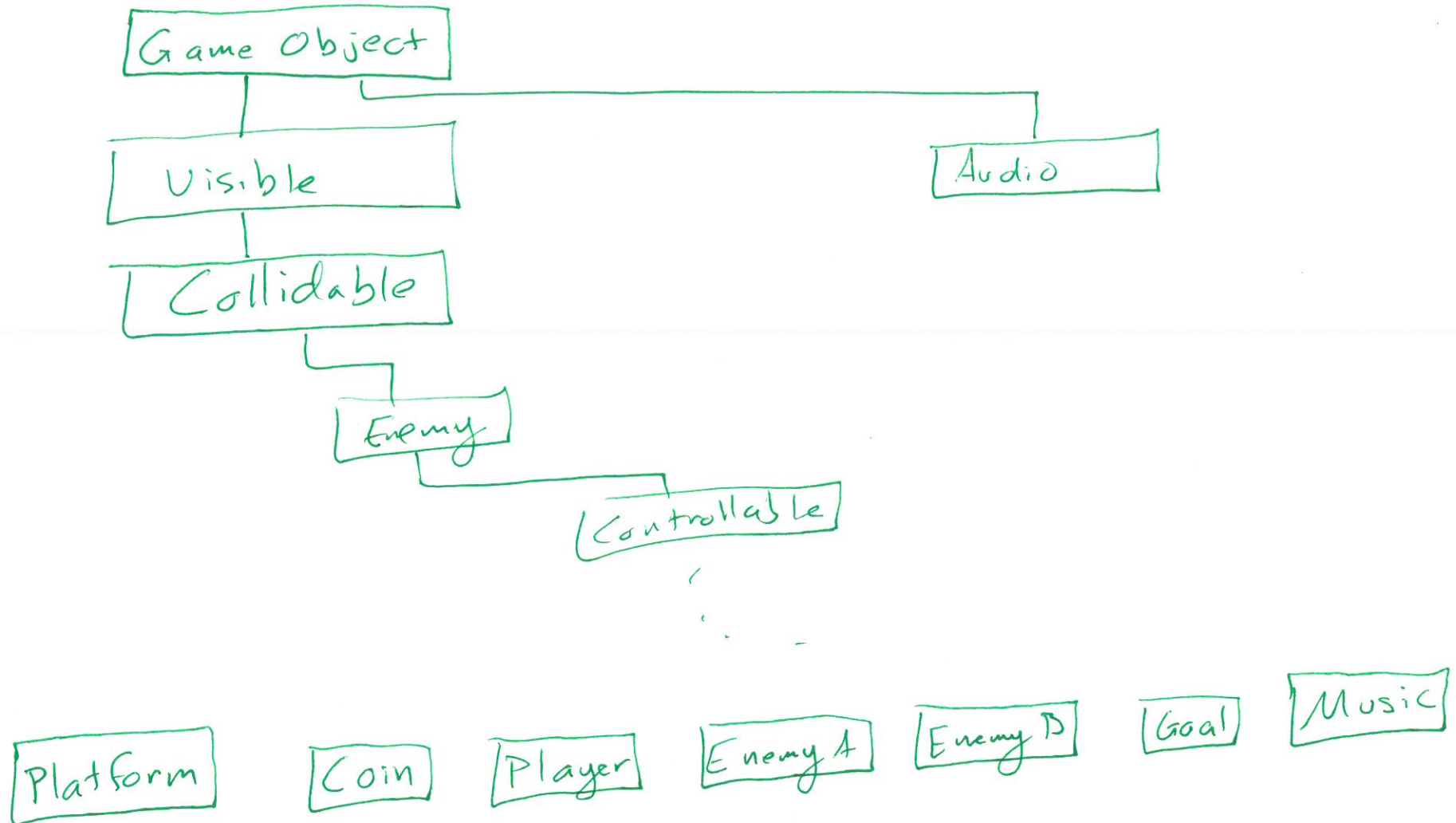


OOD + Games



Game Use OOP + "Components"

Components ~ Multiple Inheritance

Scene

Game Objects

Components

Behaviors