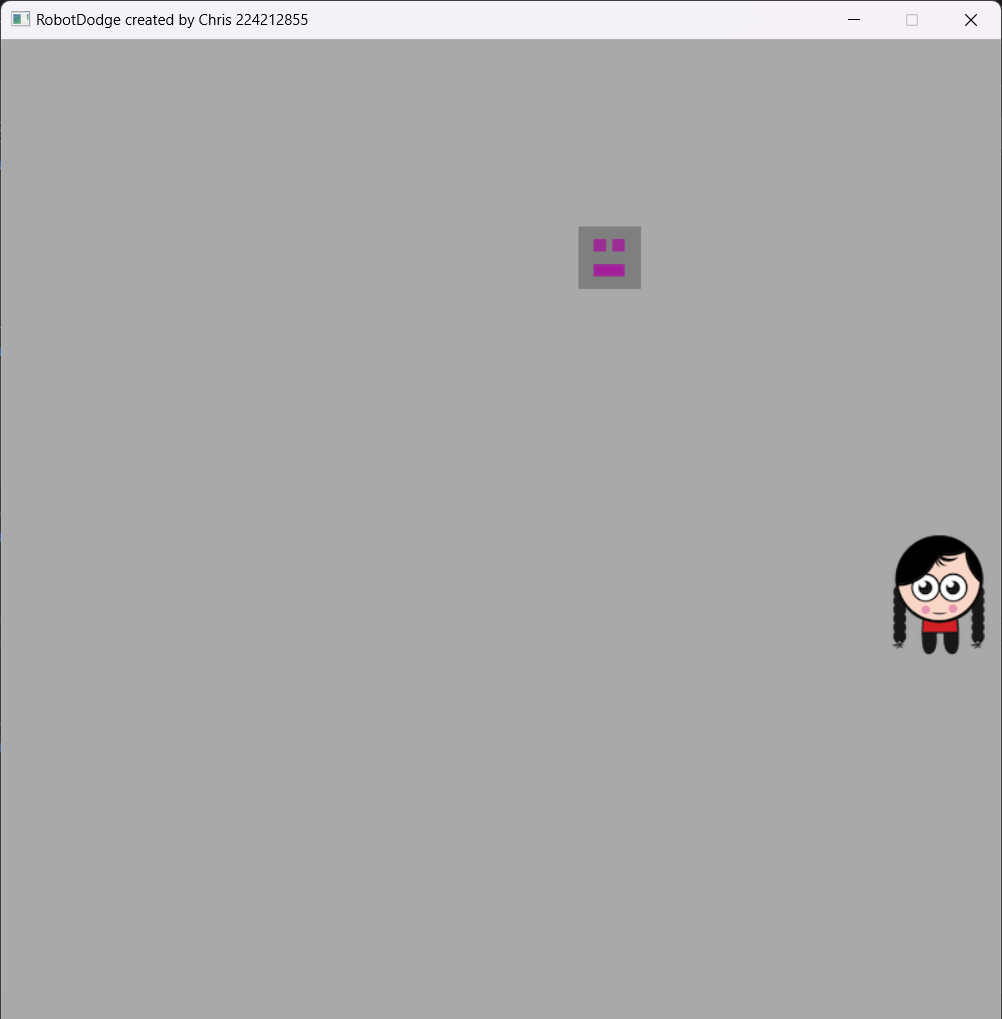
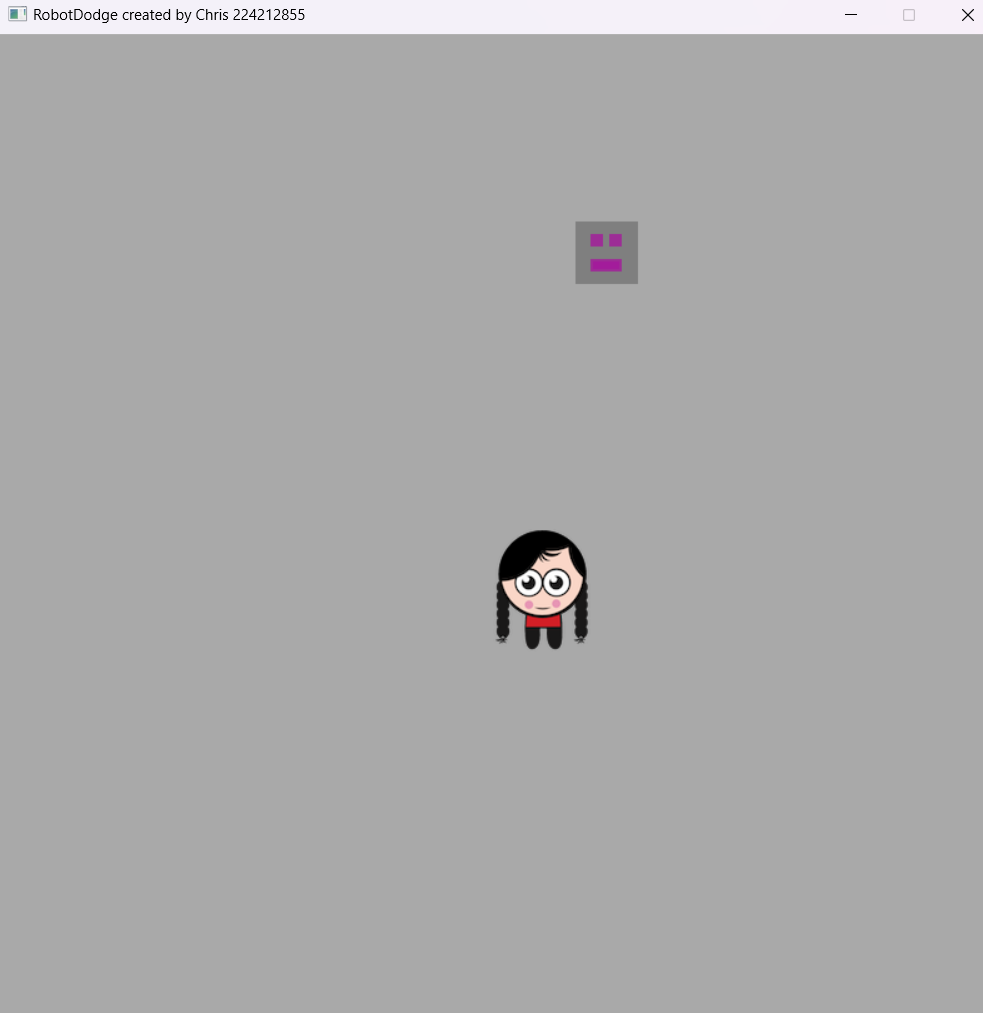
# 

# StayOnWindow



# RandomRobot



# Player and Robot Collisions

