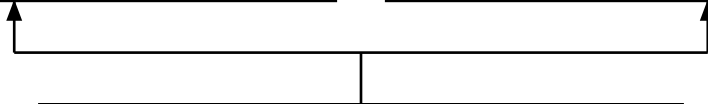
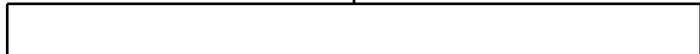


QObject

QGraphicsPixmapItem



WorldObject



BattleUnit

Projectile