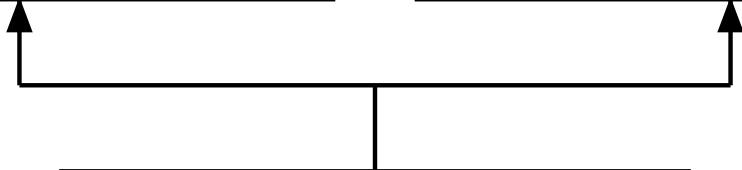


GameObject

Collider



Wall