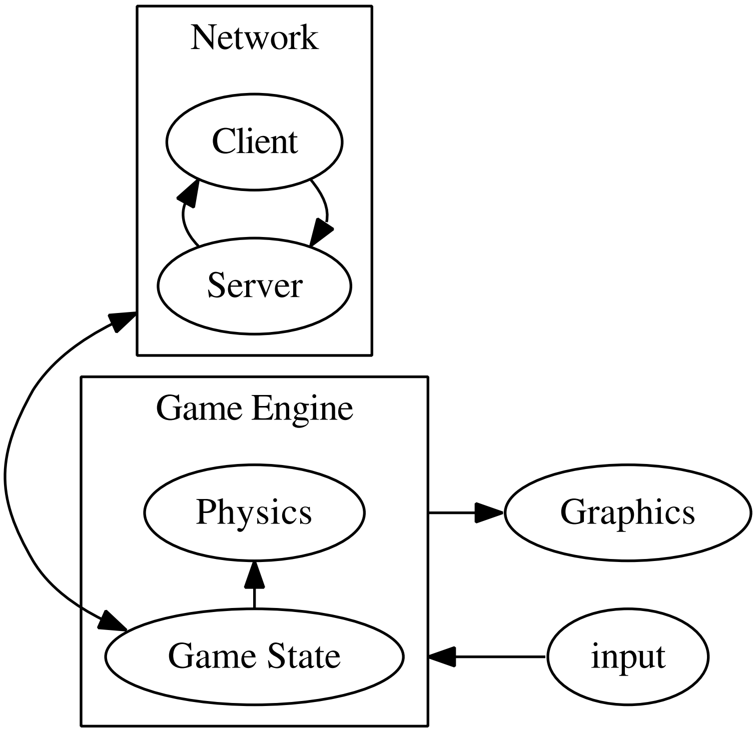
Network
Client
Server
Game Engine
Physics
Graphics
Game State
input