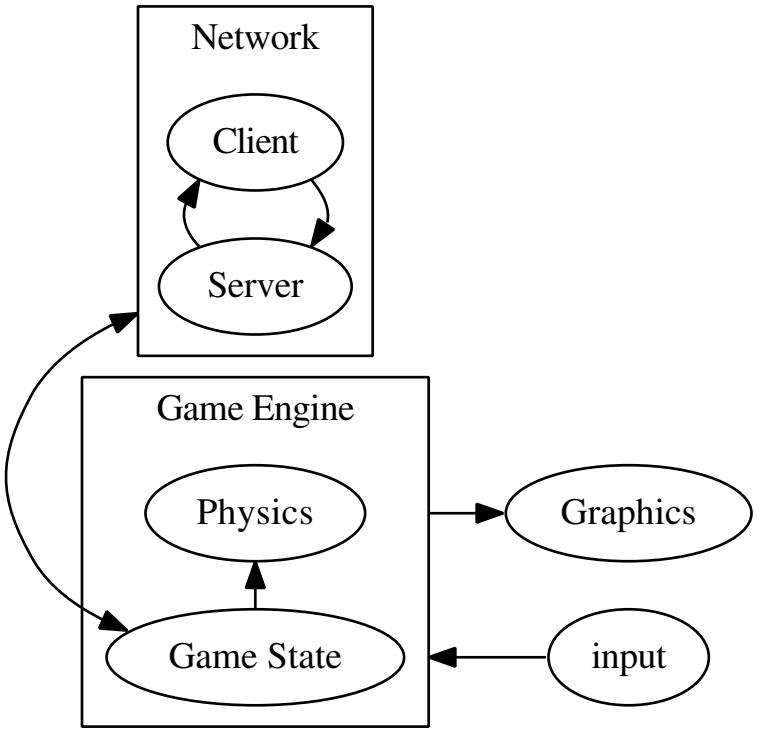
Network
Client
Server
Game Engine
Physics
Game State
Graphics
input