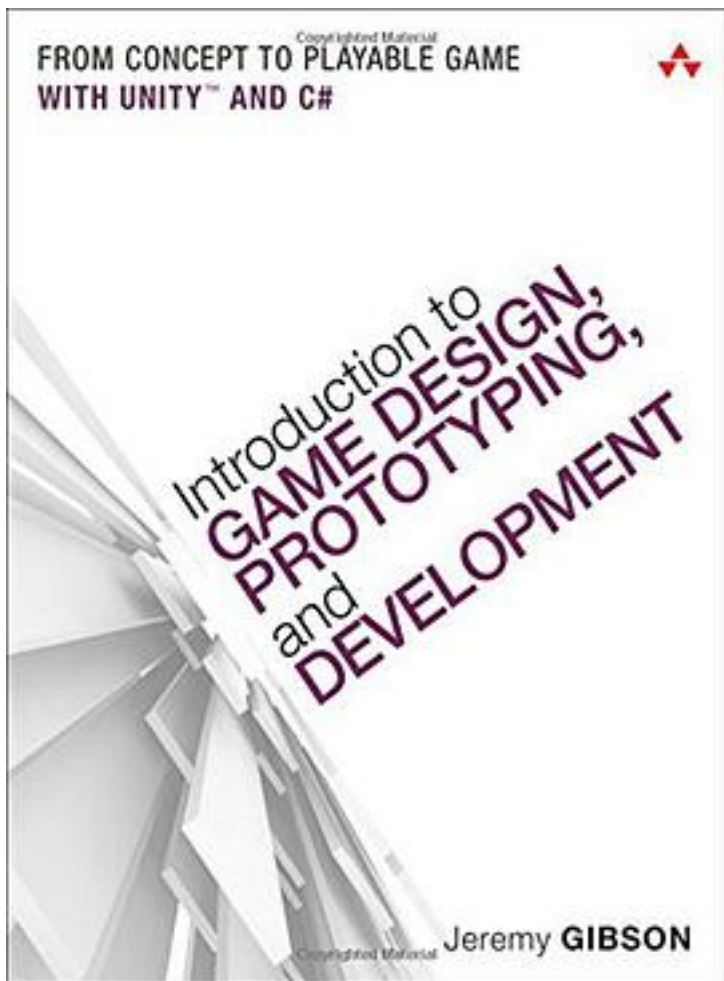


Introduction to Game Design, Prototyping, and Development



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