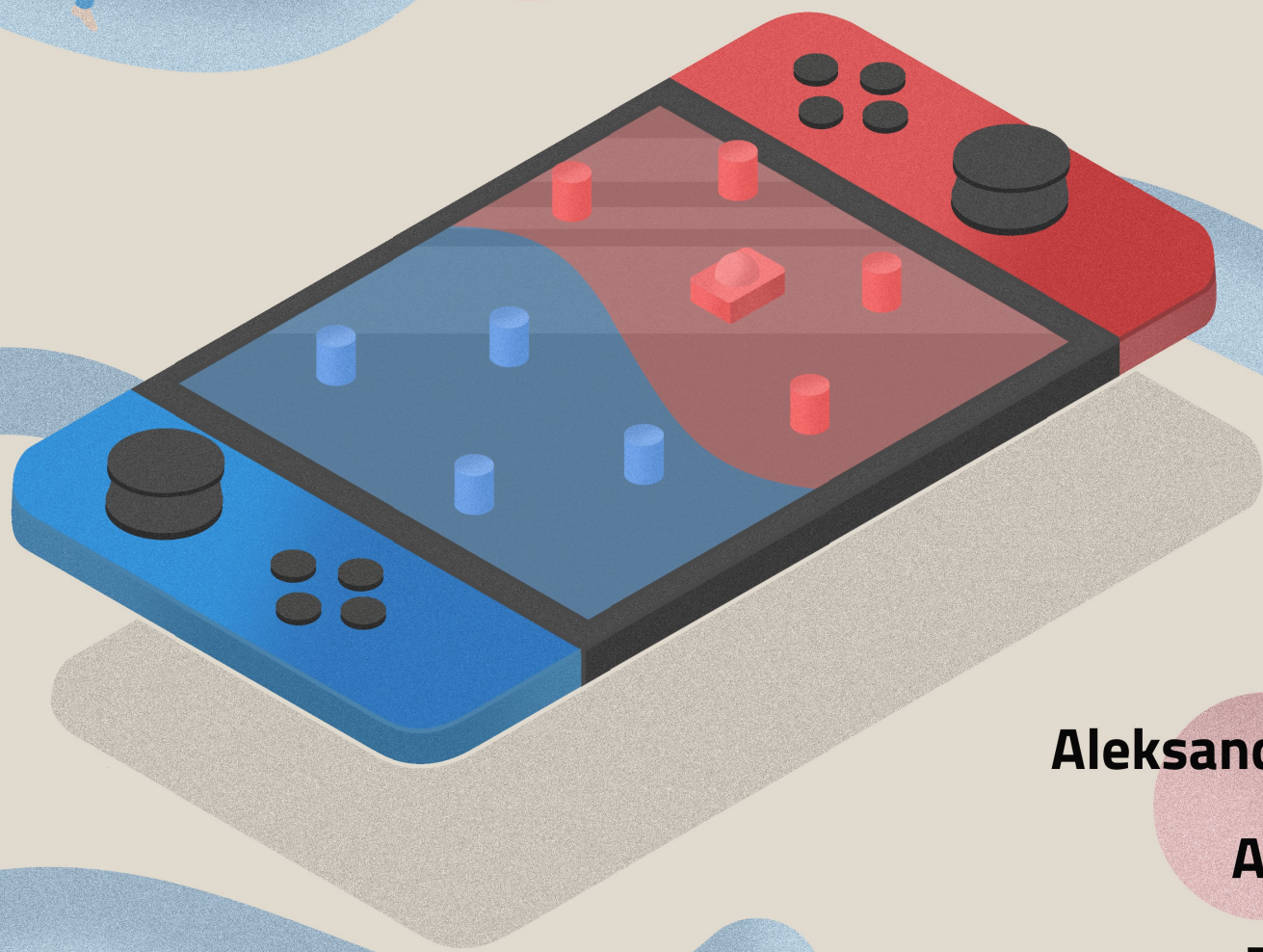
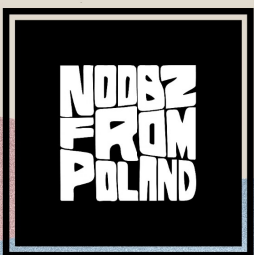


DEVELOPING A BATTLE SIMULATOR GAME FOR A HEAVILY HARDWARE- LIMITED PLATFORM.



Client



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