



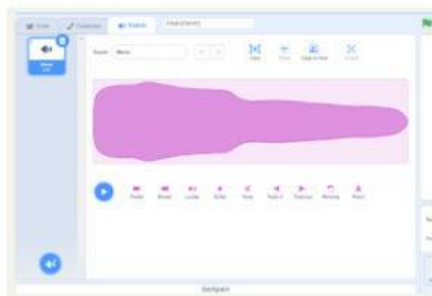
Canvas



2. *Backdrop* dan *Stage*



1. Sprite



Sounds