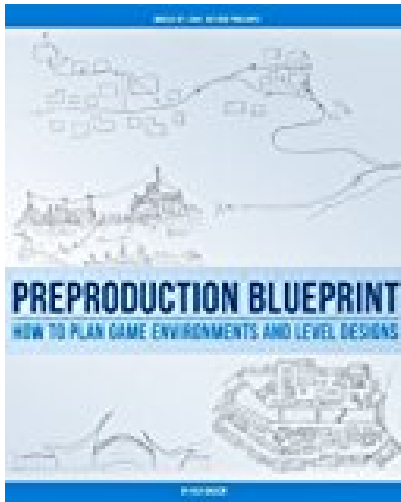


Preproduction Blueprint How to Plan Game Environments and Level Designs



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