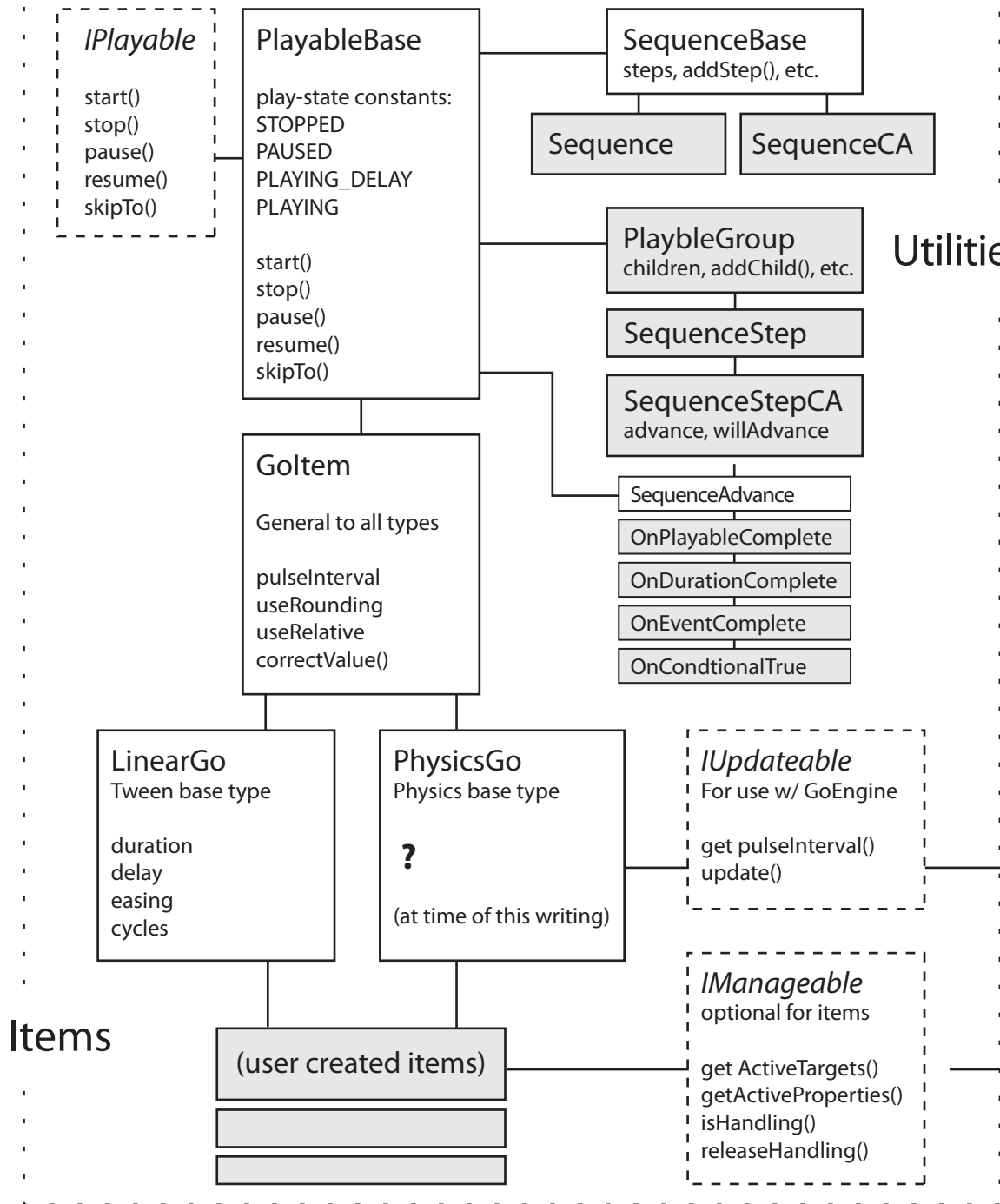


# Playable Elements

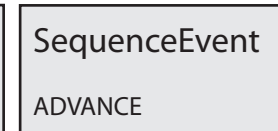


# Overview of how elements relate in the Go system at 0.3.0.

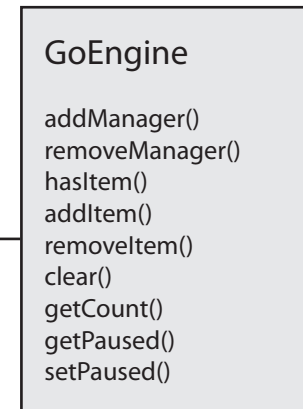
Shaded items are ones that you'd use directly in program code, others are base elements.

## Utilities

## Events



## Update Engine



## Managers

