

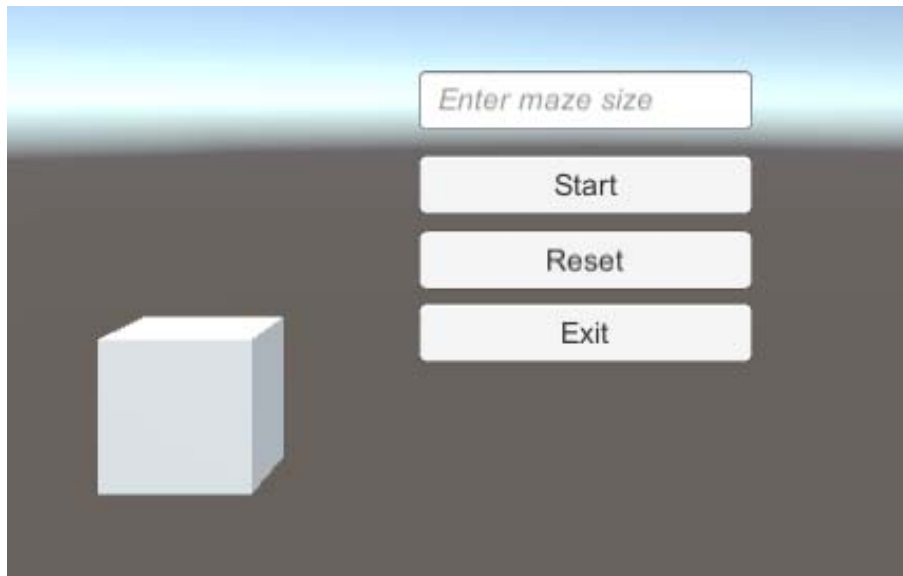
Eating Game



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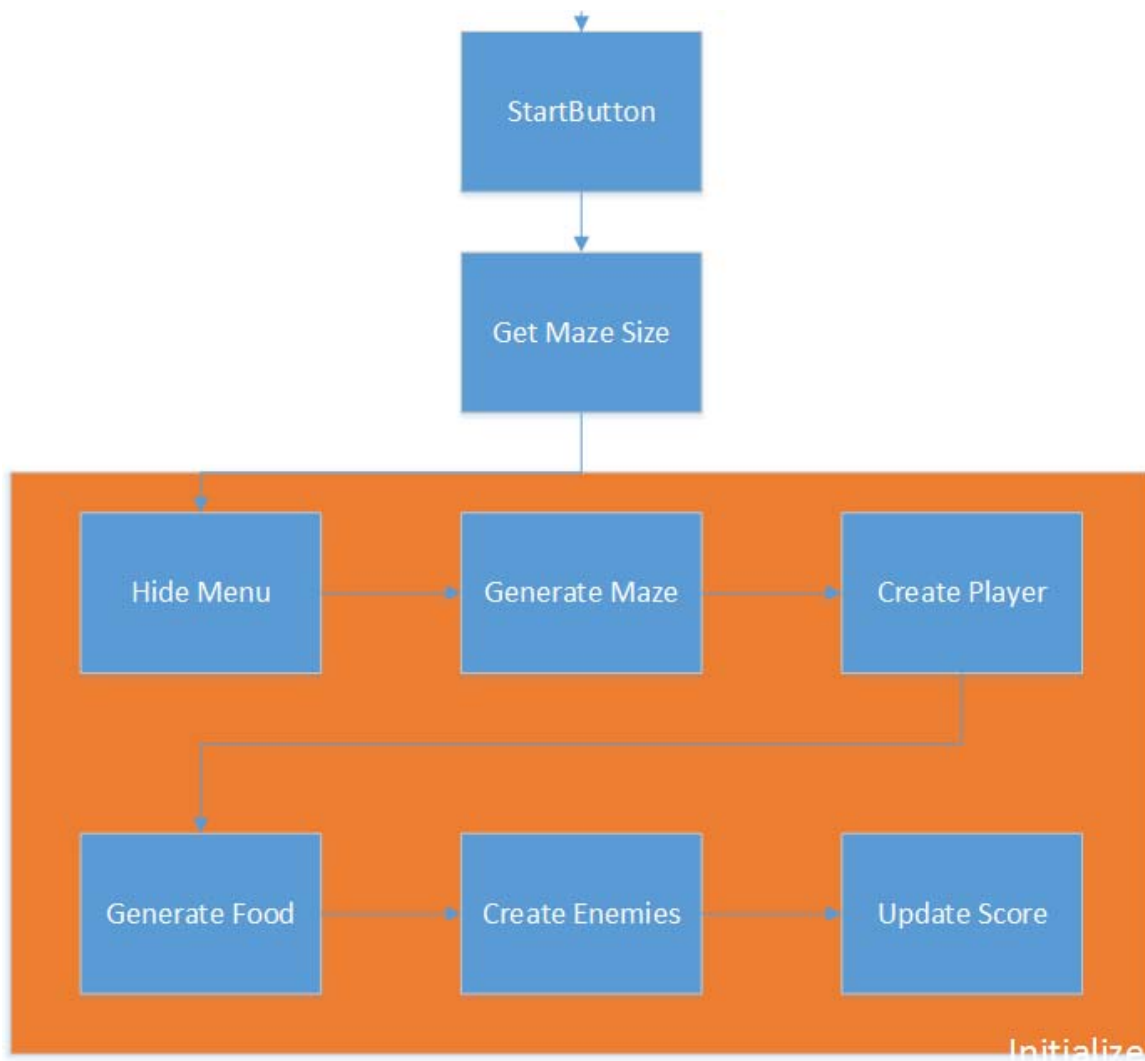
Start Game Interface



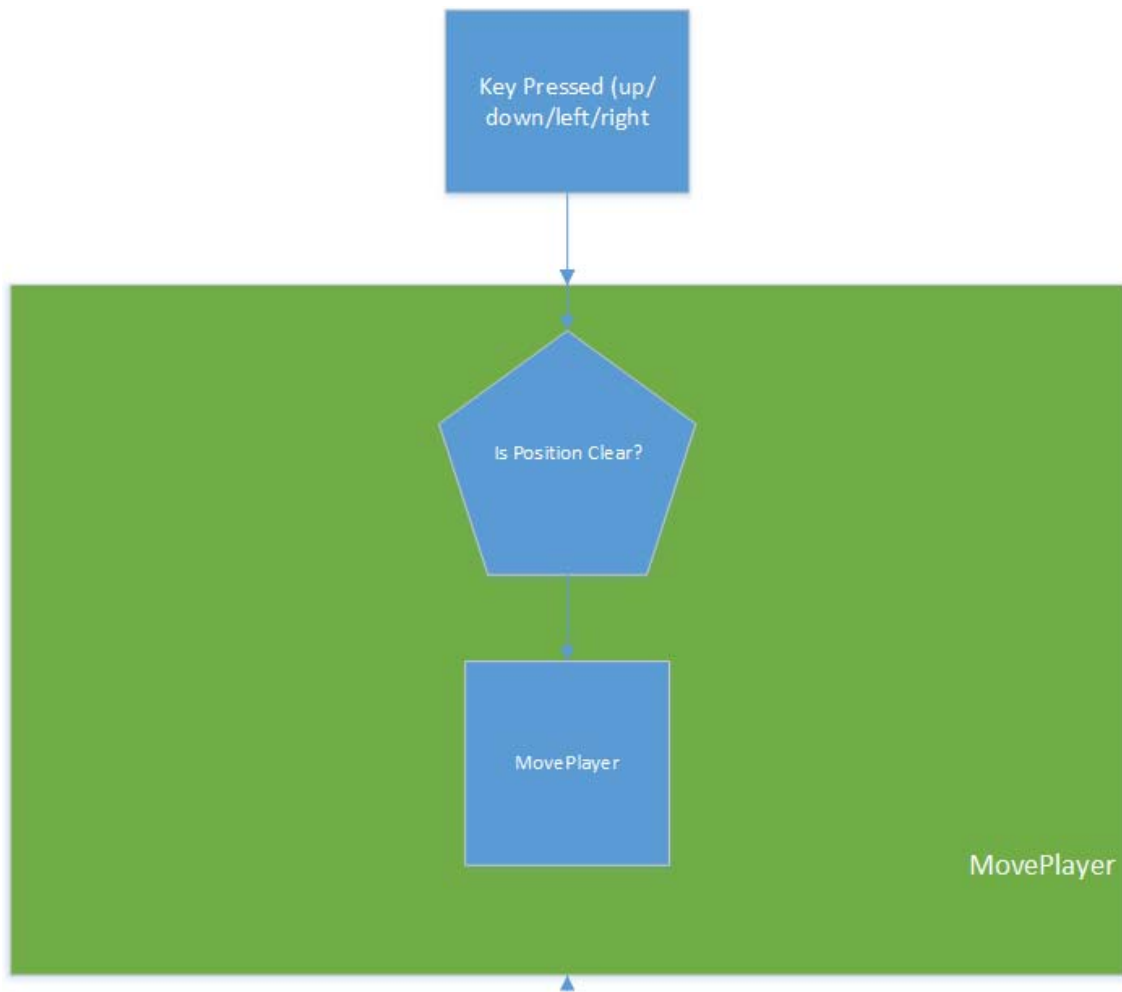
Main Game Interface



Main Program



Player Movement



Enemy Movement

