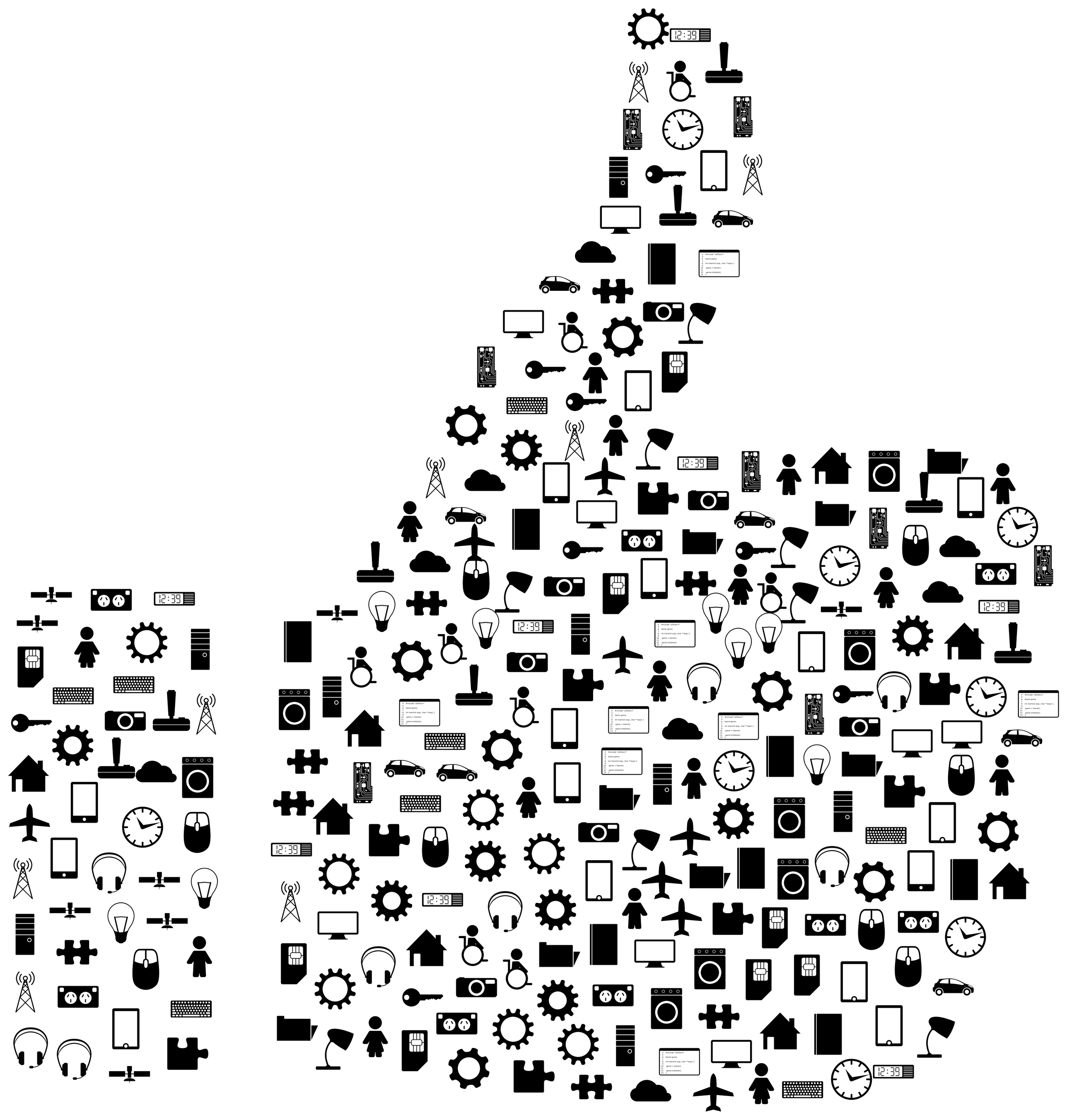
12:39
#include "utilities.h"
Game game;
int main(int argc, char **argv) {
game = Game();
game.initialize();
}