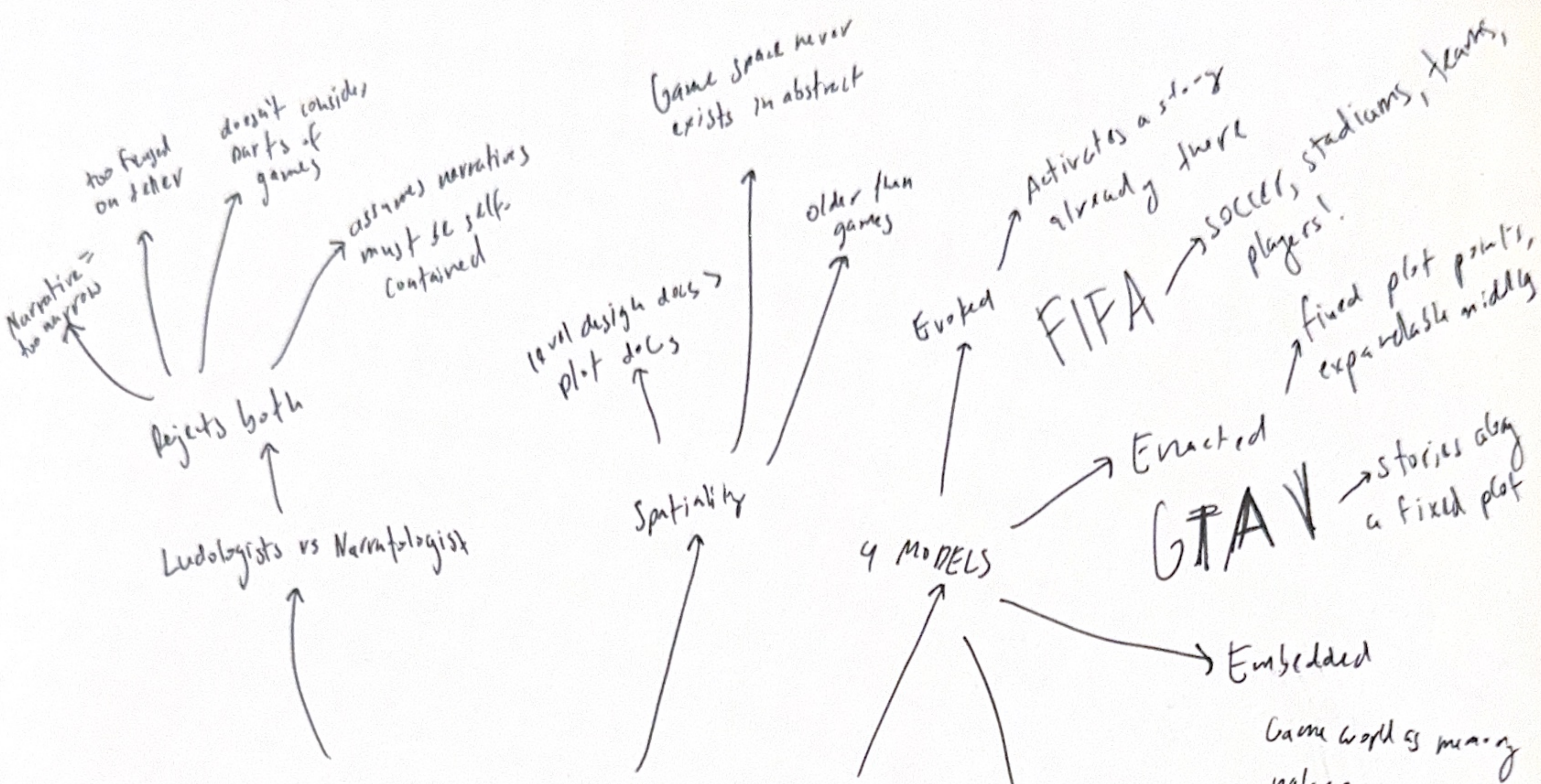




If designers build spaces instead of stories, what does the space owe the player?

