

Opdracht 12.

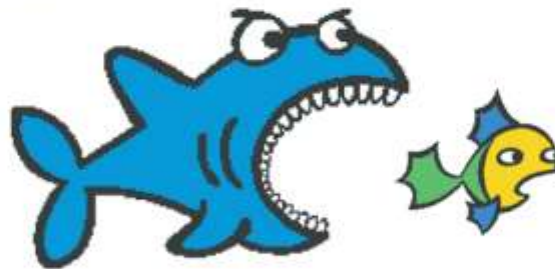
Score Bijhouden

Hou de score bij in je game.

score 0



score 0



score 1

