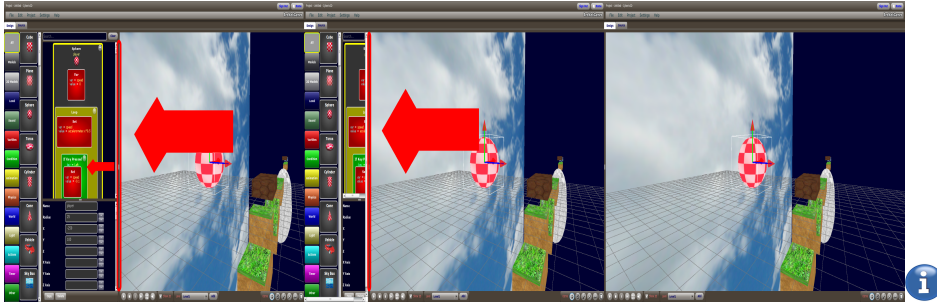


Game Area

The **Game Area** allows the user to see what they are developing, it comes very handy when using the **Gizmo** tools. You can also make the **Game Area** bigger by dragging it over the **Work Flow** and the **Code Blocks** like this.



MORE INFORMATION

- [Control bar](#)
- [Editor-Menu](#)
- [Gizmo](#)
- [Welcome Screen](#)
- [Workflow](#)

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