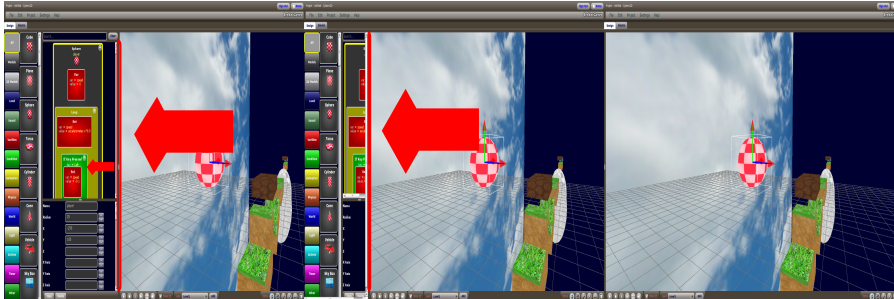


# Game Area

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.



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