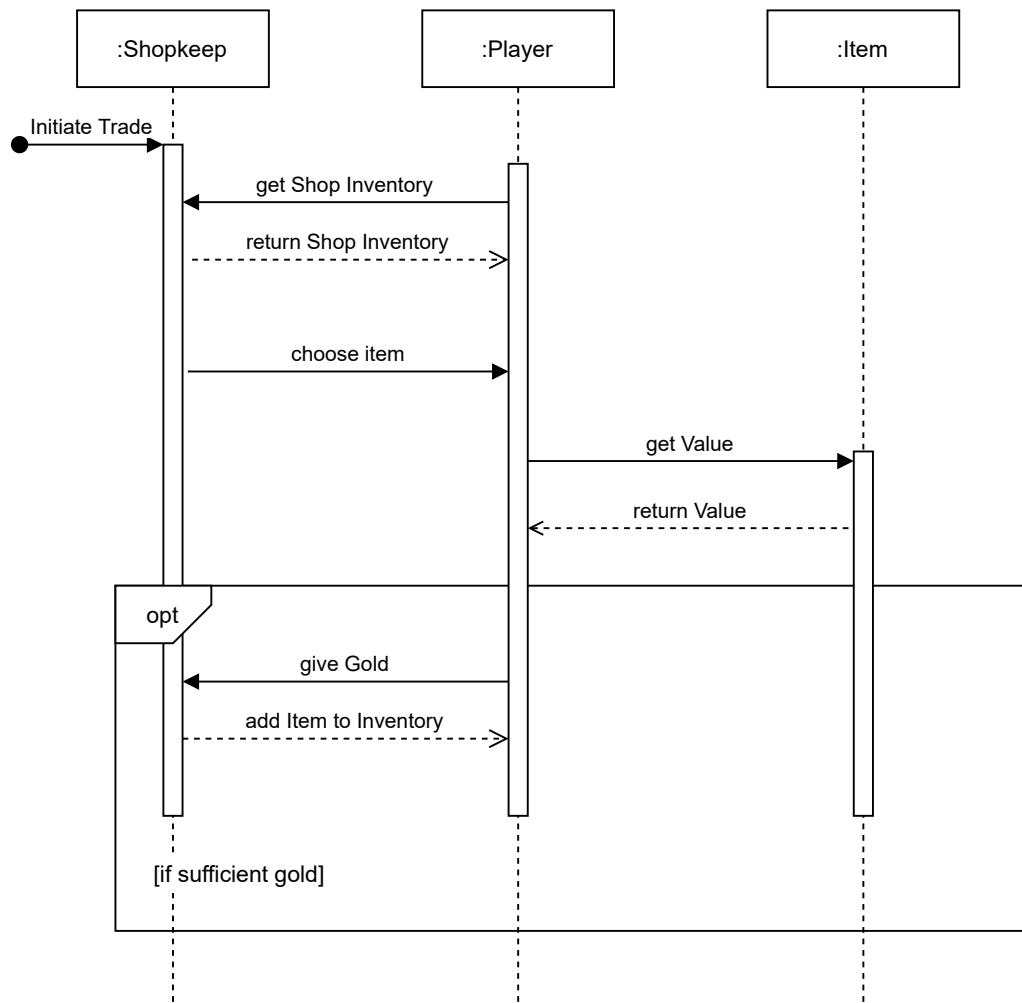
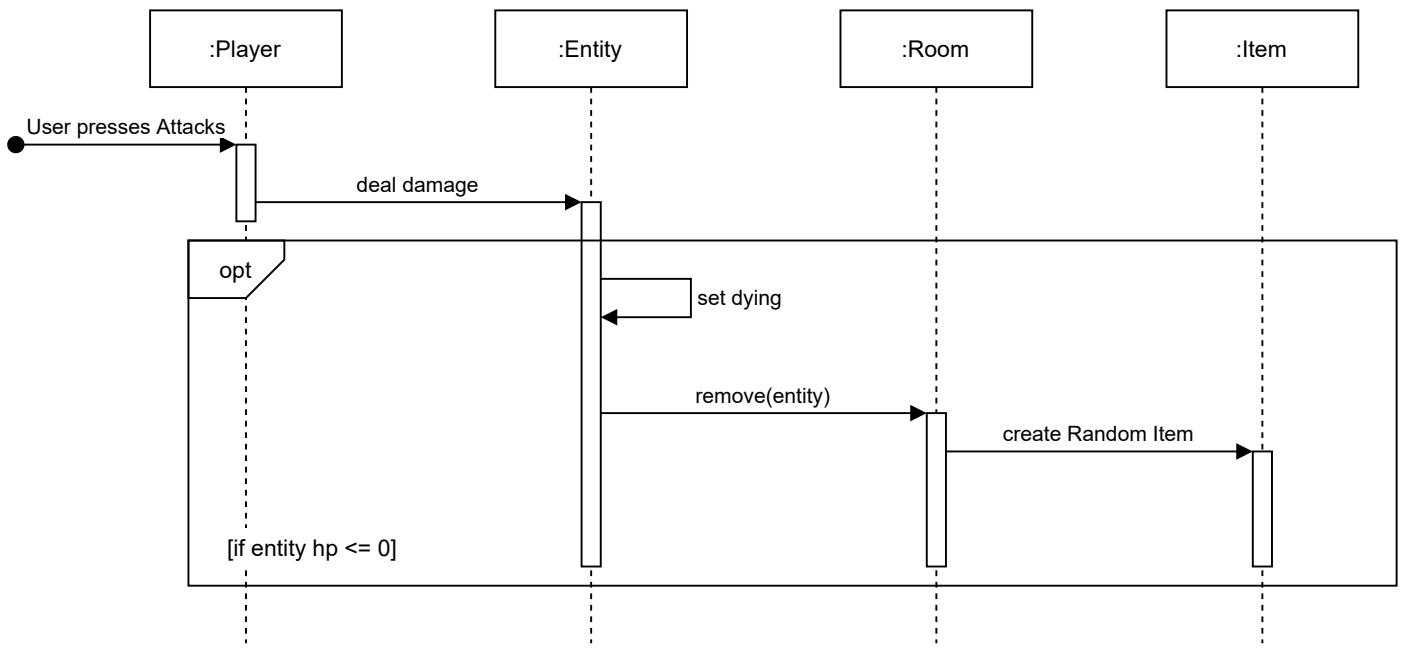


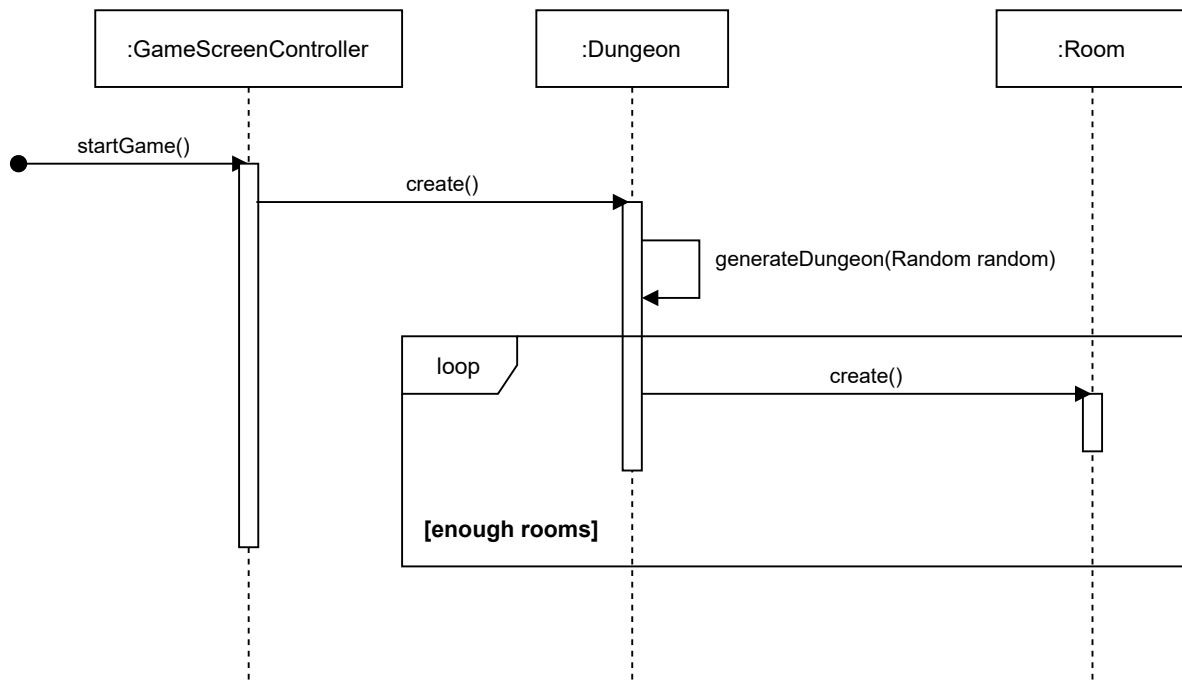
As a player, I want to trade my gold for weapons and items so that traversing the dungeon is easier.



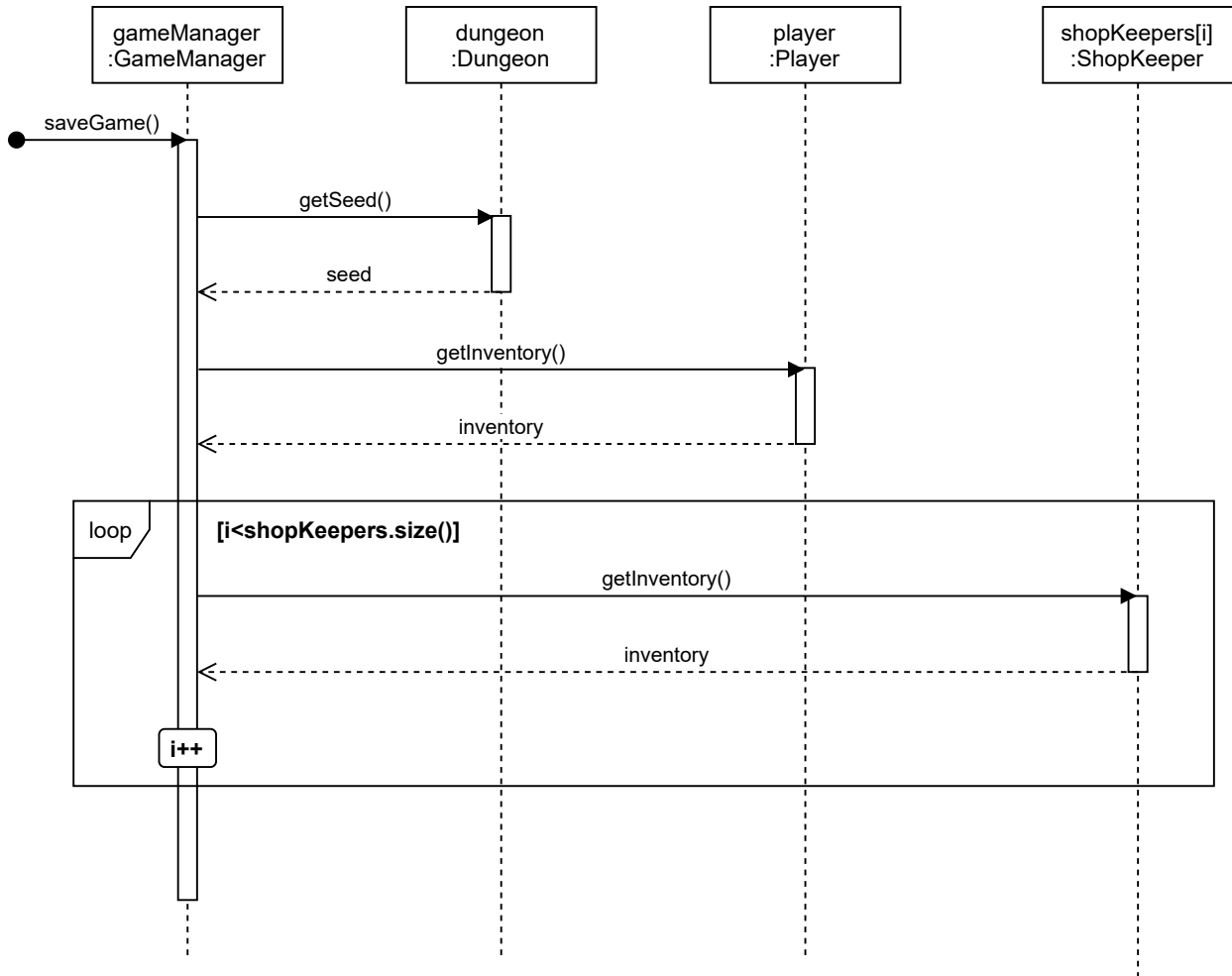
As a player, I want to kill monsters to feel strong!



As a player, I want to see different levels each play-through for interesting replays.



As a player, I want to save my progress when I close the game to be able to take breaks.



Player Story: As a player, I want to get to the exit room so that I can win the game.

