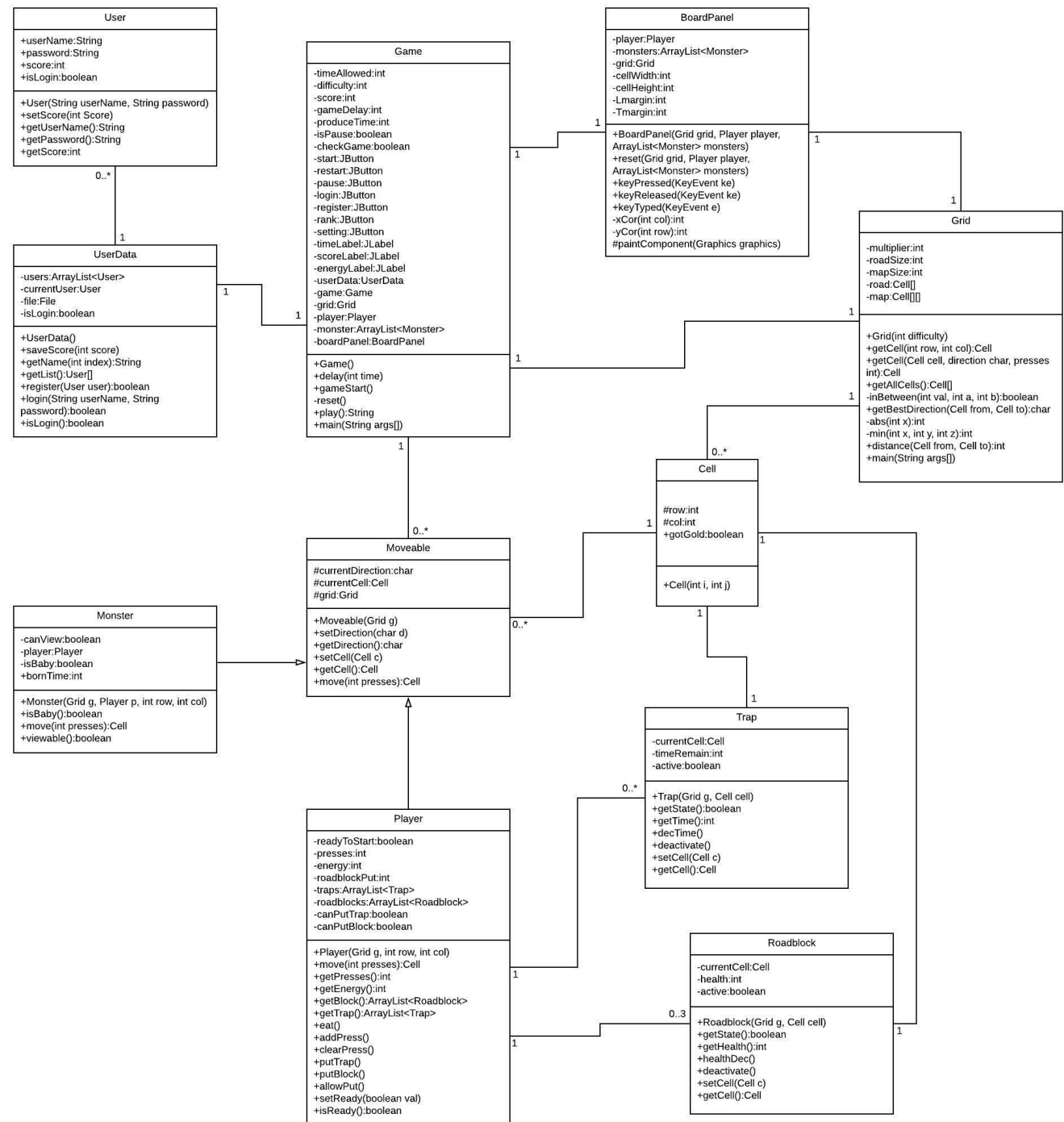
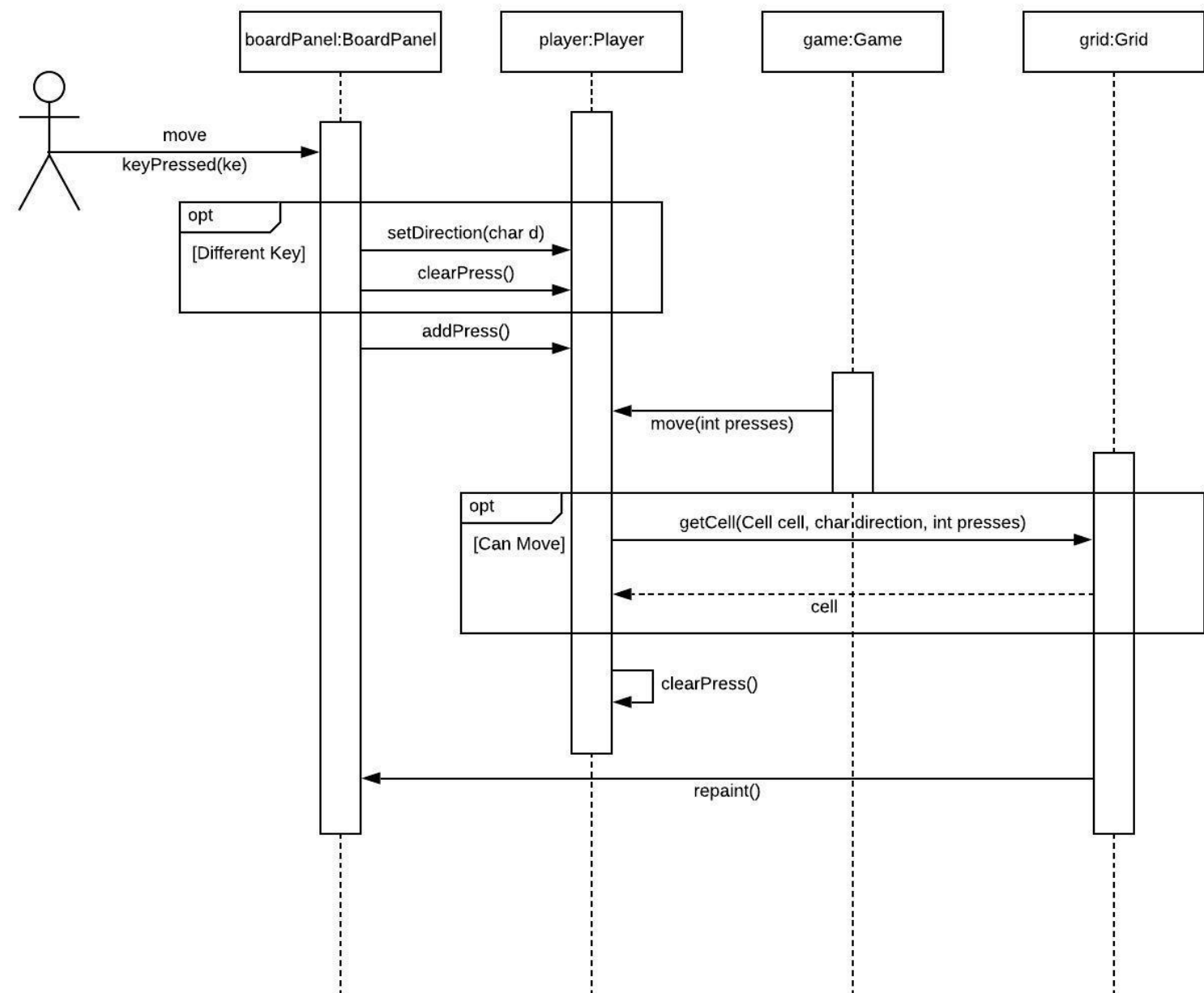


# Class Diagram



# Player Movement



# Monster Movement

