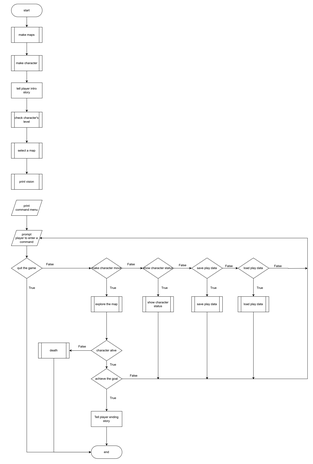
root folder

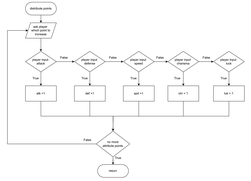
Main process



Character folder

make a character

distribute points



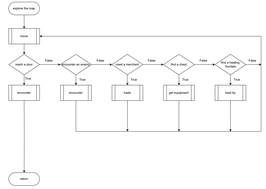
character death

level up

exploration folder

Creating and Selecting Maps

explore the map



print vision

get equipment

use equipment

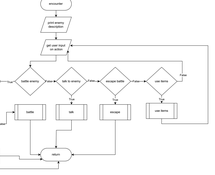
healing fountain

merchant

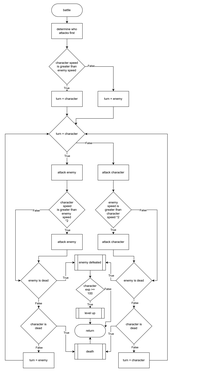
battle folder

move

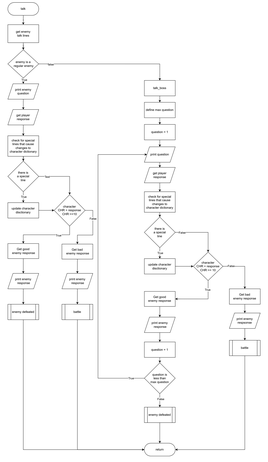
encounter



battle



talk



escape

items

enemy defeated

menu folder

save play data

load play data