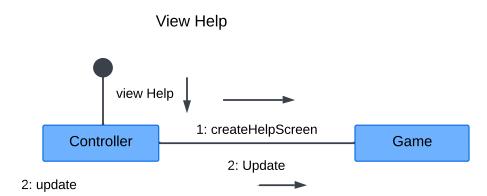
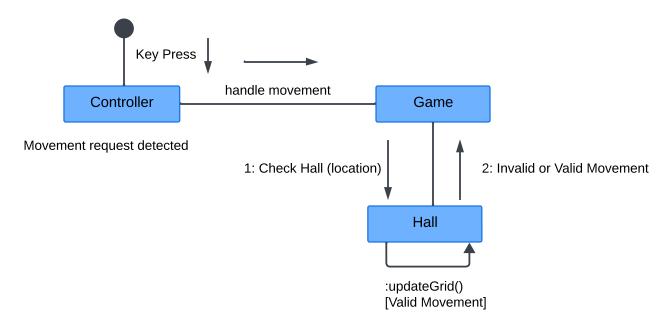




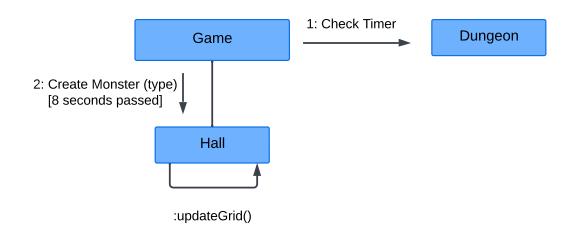
- 1. breakLoop [Player health = 0 or timer expires]
- 2. create gameoverScreen



Player Move



Spawn Monster



Create Enchantment

