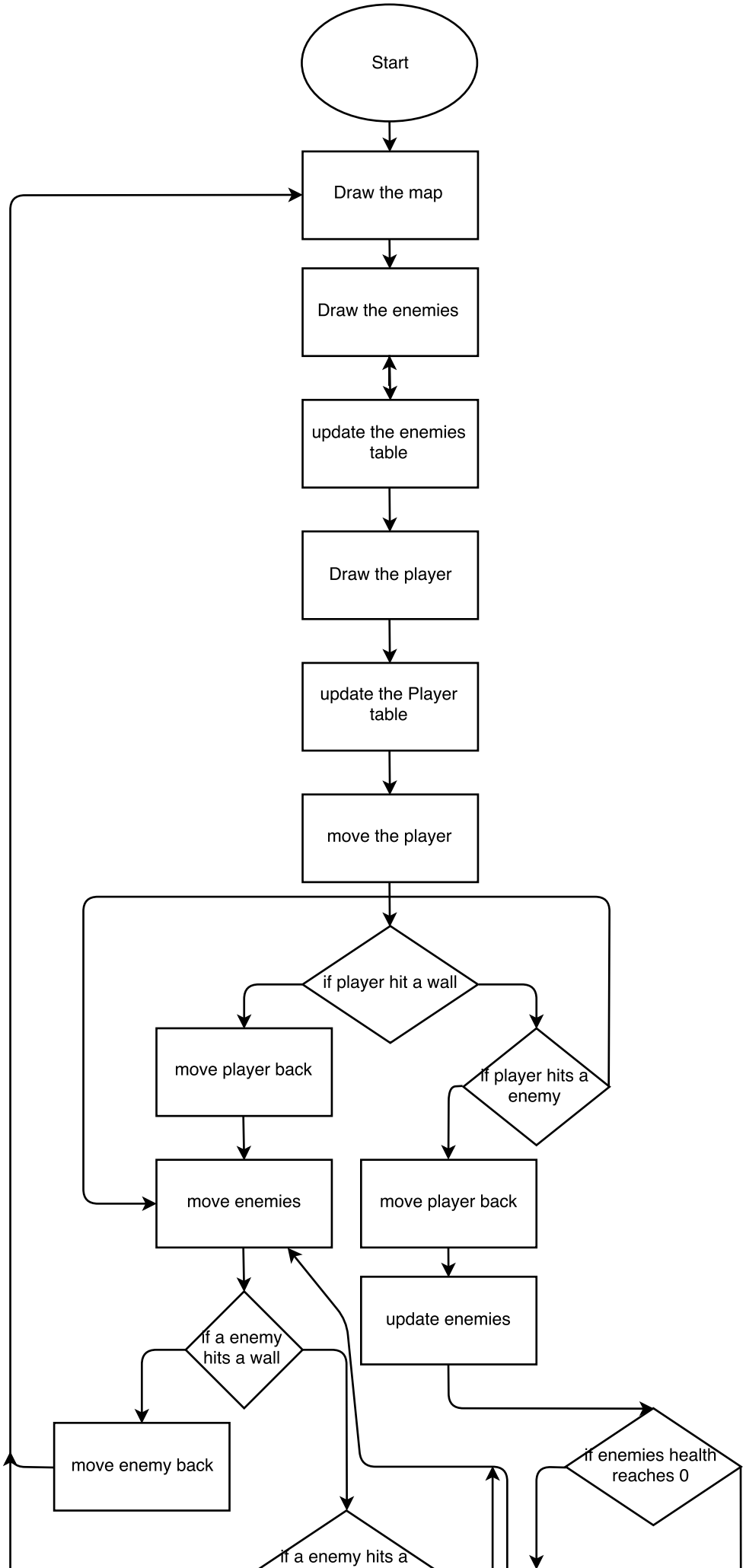
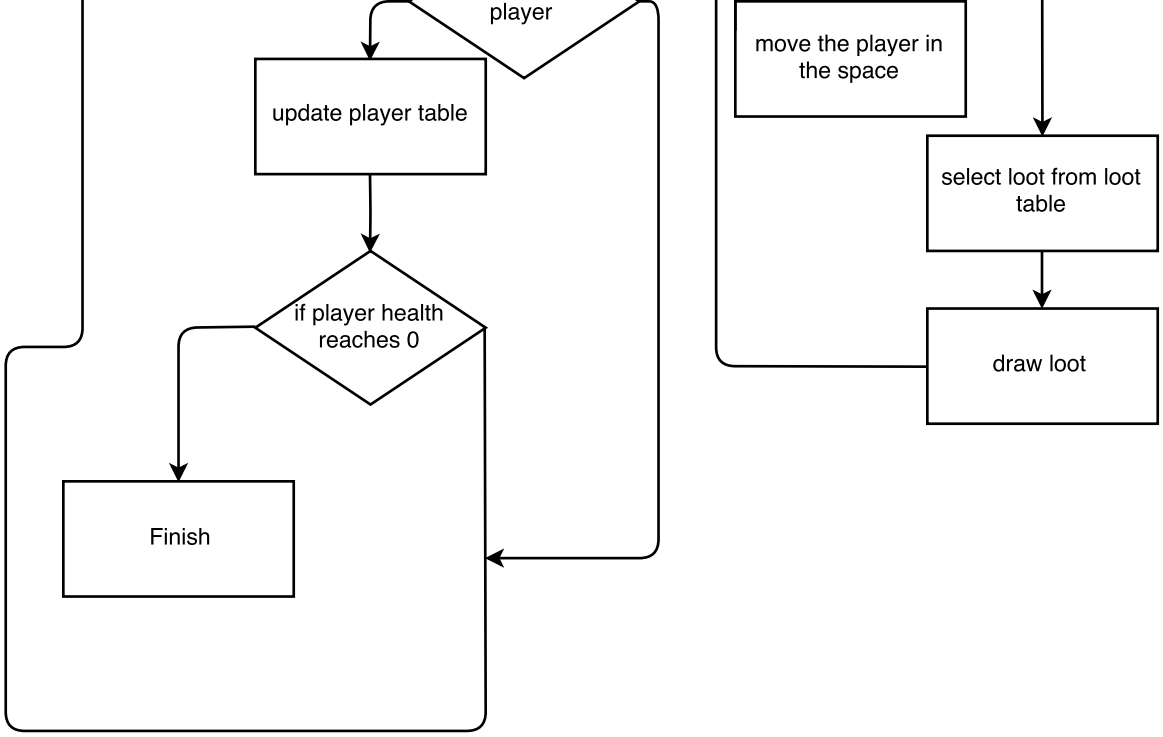

Start
Draw the map
Draw the enemies
update the enemies table
Draw the player
update the Player table
move the player
if player hit a wall
move player back
if player hits a enemy
move enemies
move player back
update enemies
if a enemy hits a wall
move enemy back
if enemies health reaches 0
if a enemy hits a


player
update player table
if player health reaches 0
Finish
move the player in the space
select loot from loot table
draw loot