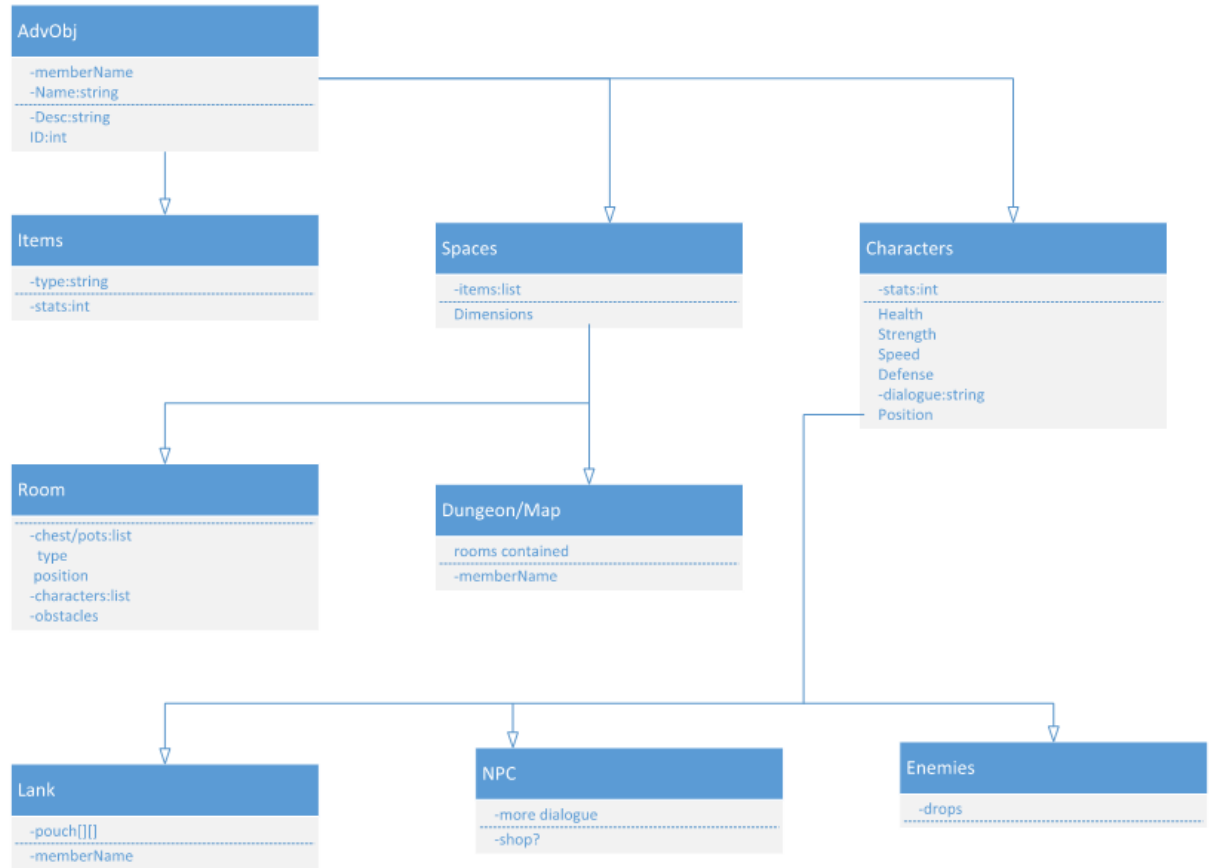
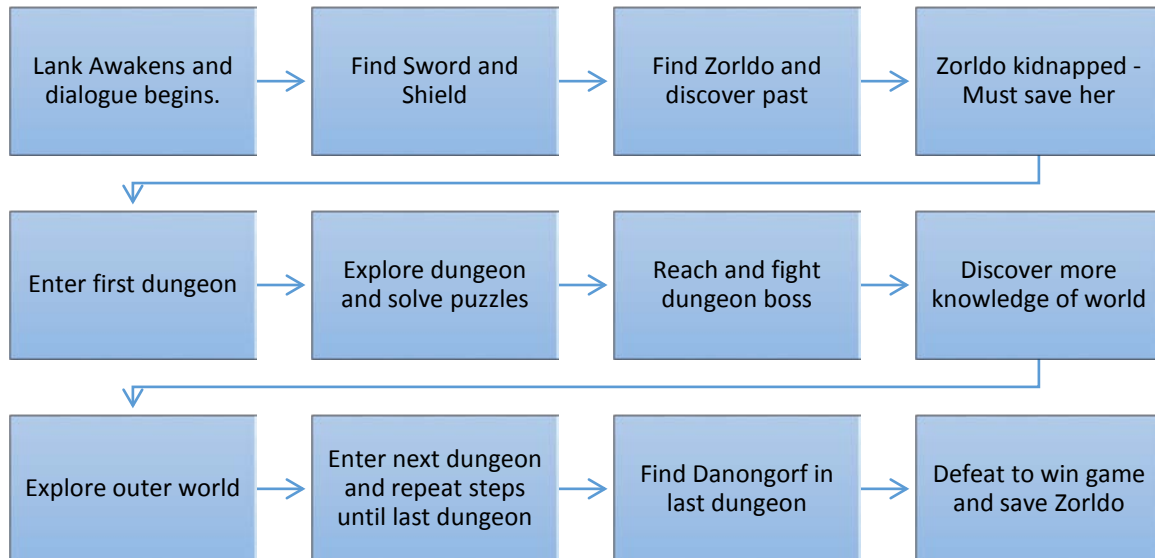


UML Diagram:



Flow chart:



Division of work:

Room Design:	Richard Muri
Combat/enemies:	Daniel Garcia
Items/UI:	Robert Davis
Overall game design:	Andrew Mele