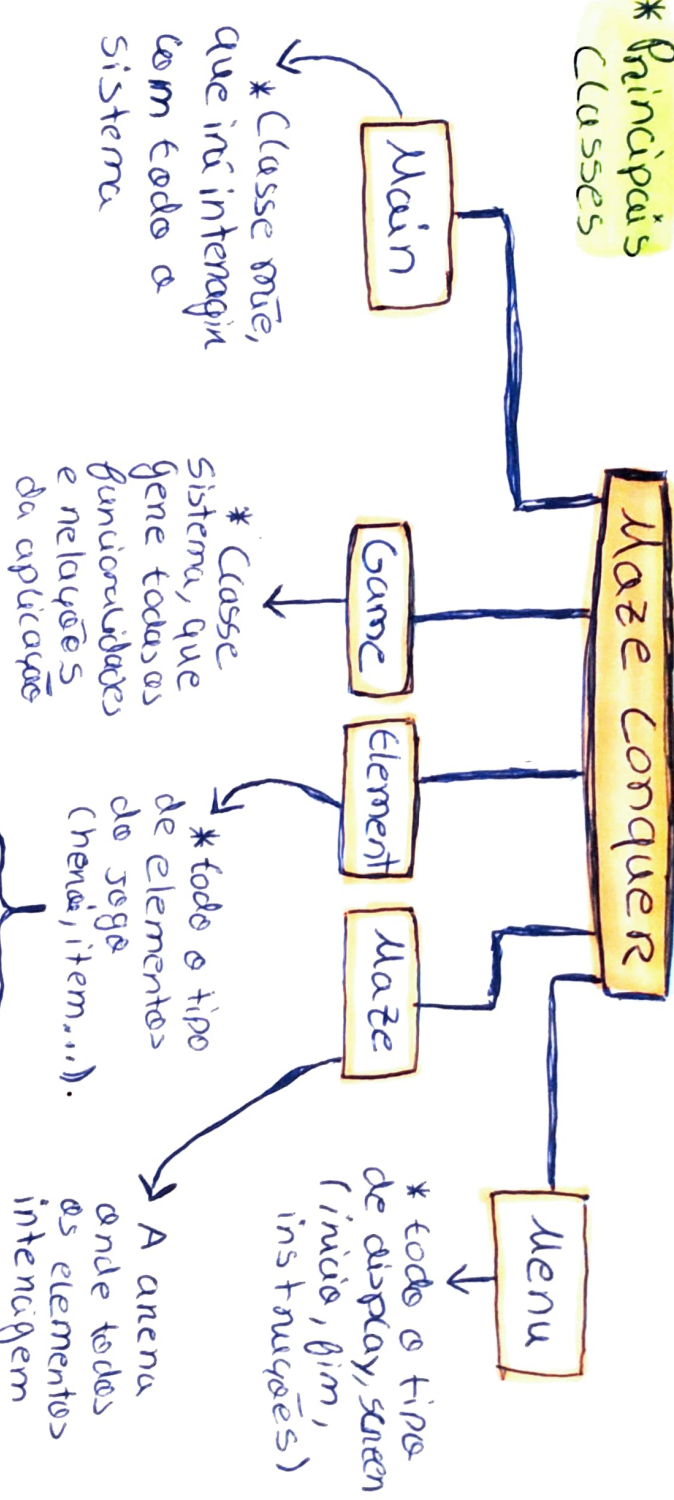
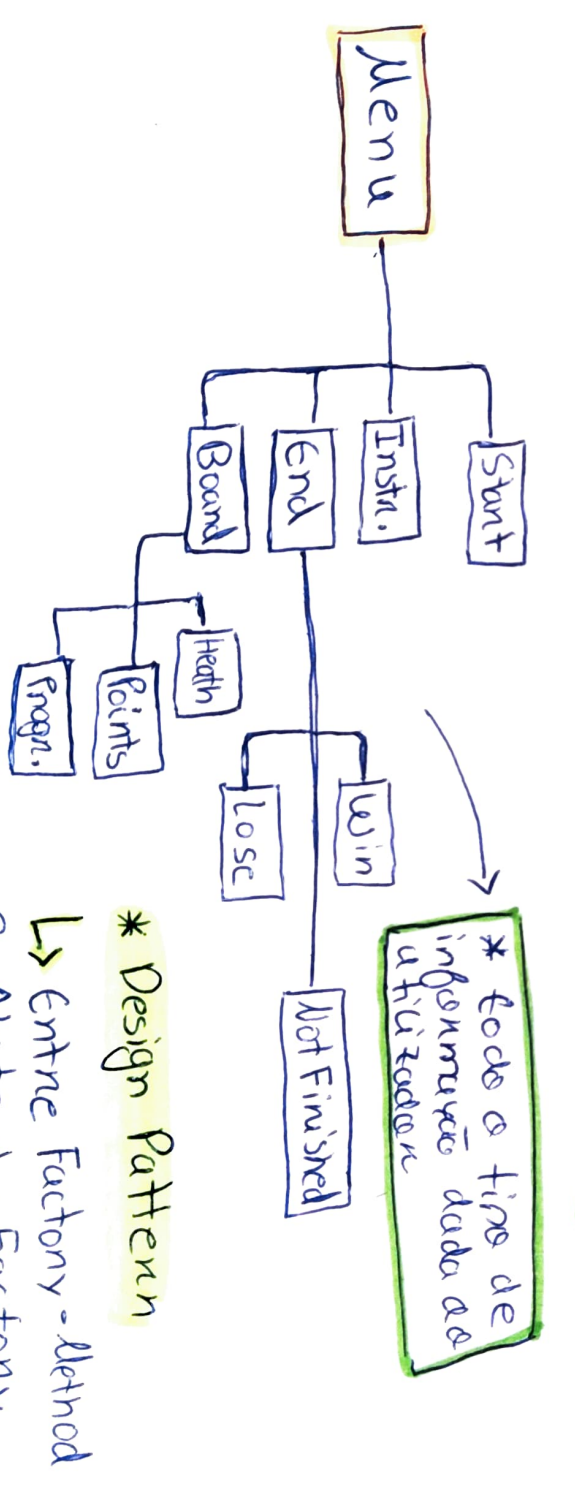
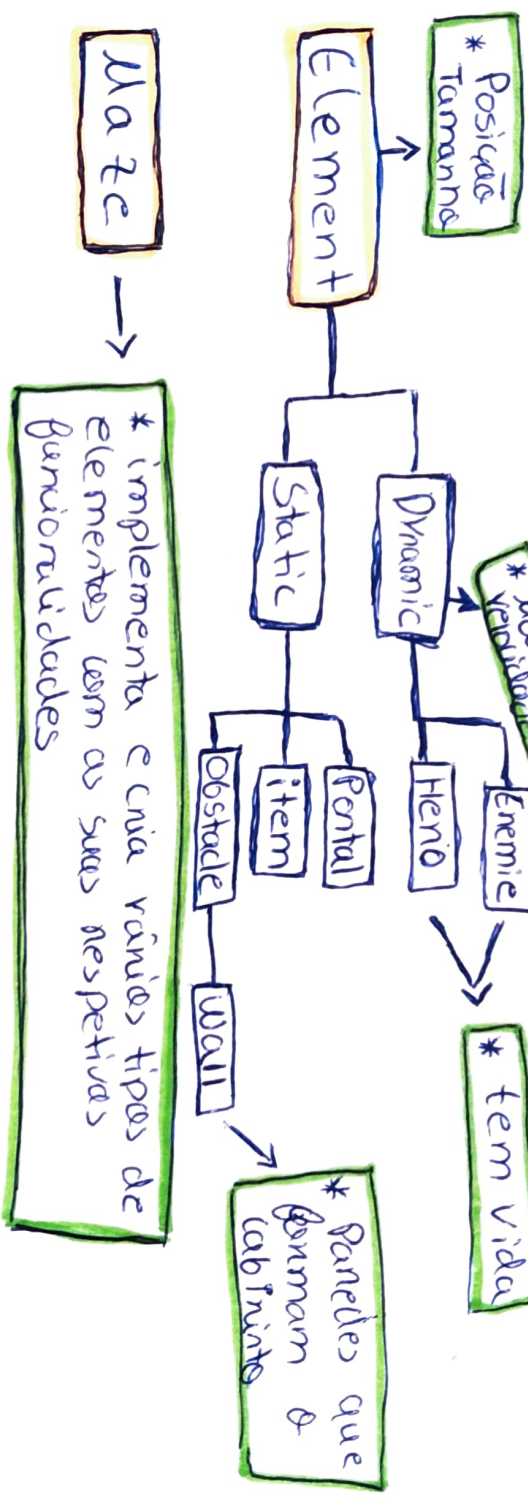


* Principais Classes



⚠ Estas classes são a base da nossa aplicação



* Para **ganhar** o jogo, o hero deve percorrer o labirinto sem morrer (vida > 0) e coletar o troféu que se encontra presente.