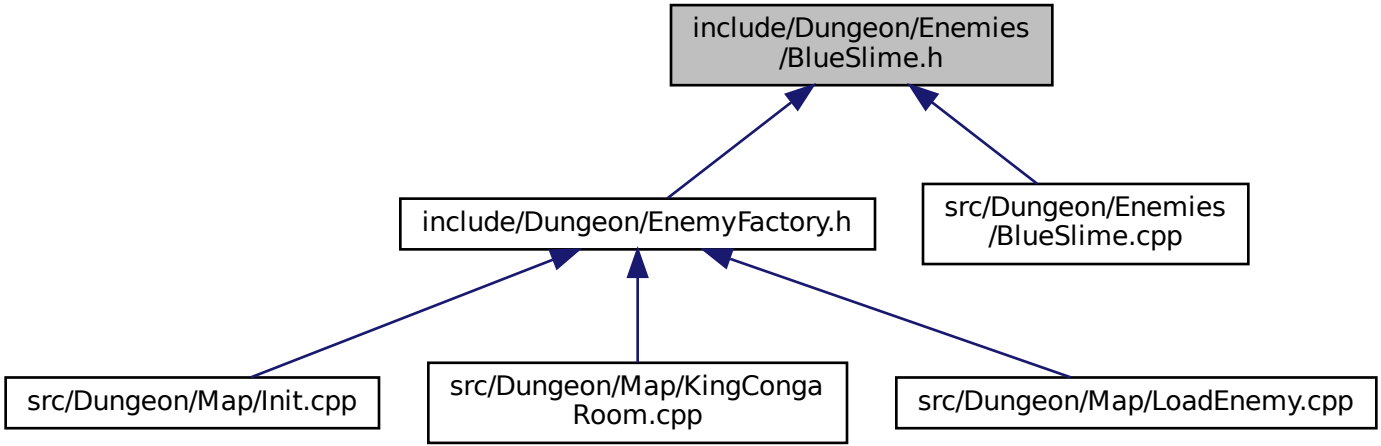
include/Dungeon/Enemies/BlueSlime.h
include/Dungeon/EnemyFactory.h
src/Dungeon/Enemies/BlueSlime.cpp
src/Dungeon/Map/Init.cpp
src/Dungeon/Map/KingCongaRoom.cpp
src/Dungeon/Map/LoadEnemy.cpp