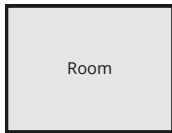
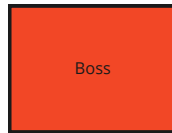


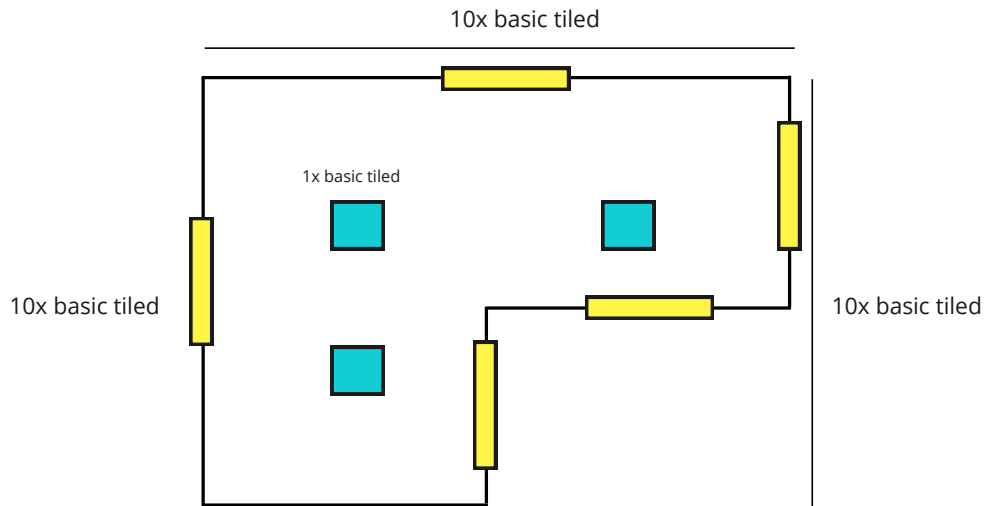
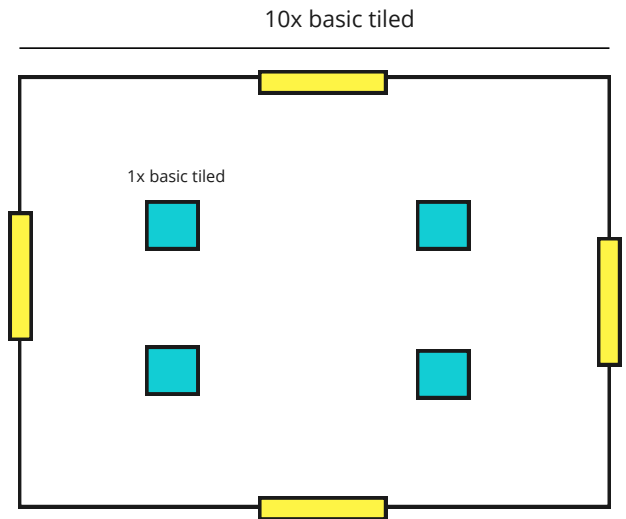
Player spawn in this room.
This room have no trap or
enemy



Normal fighting room. This
room have trap and enemy
spawn



Boss fighting room. Boos and
trap spawn, not normal
enemy



Trap or obstacle placeholder



Possible entre and exit

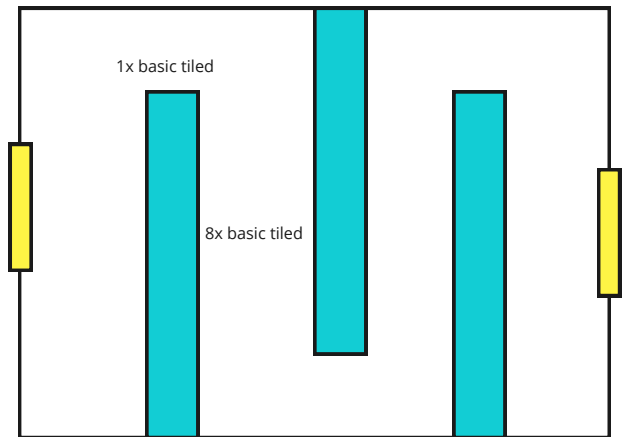


obstacle placeholder



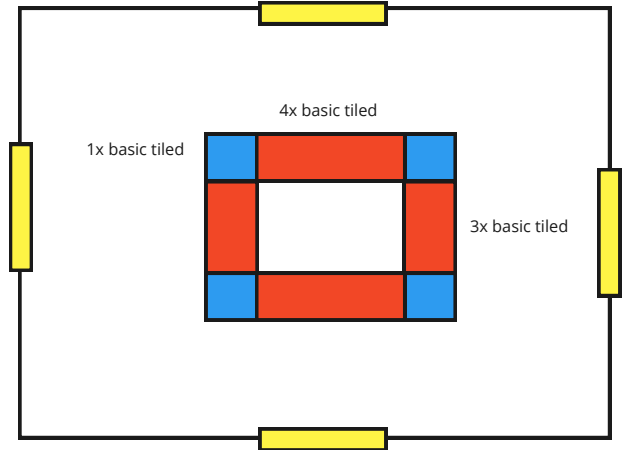
Trap placeholder

10x basic tiled



10x basic tiled

10x basic tiled



10x basic tiled



Trap or obstacle placeholder



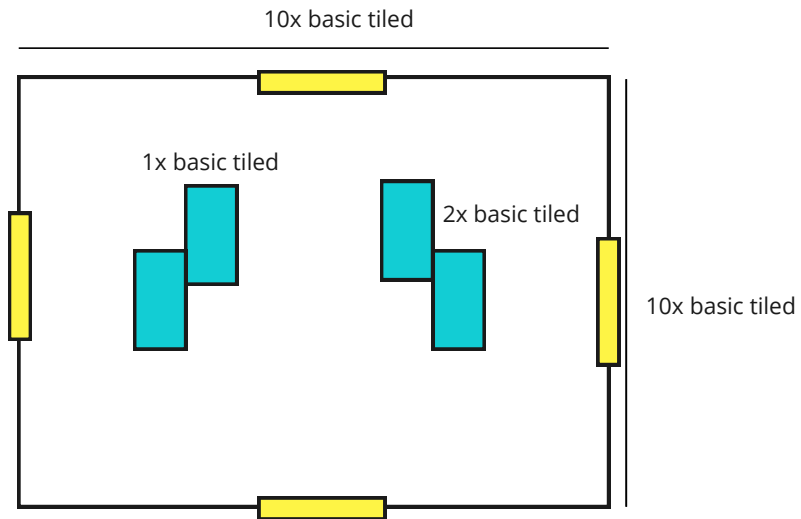
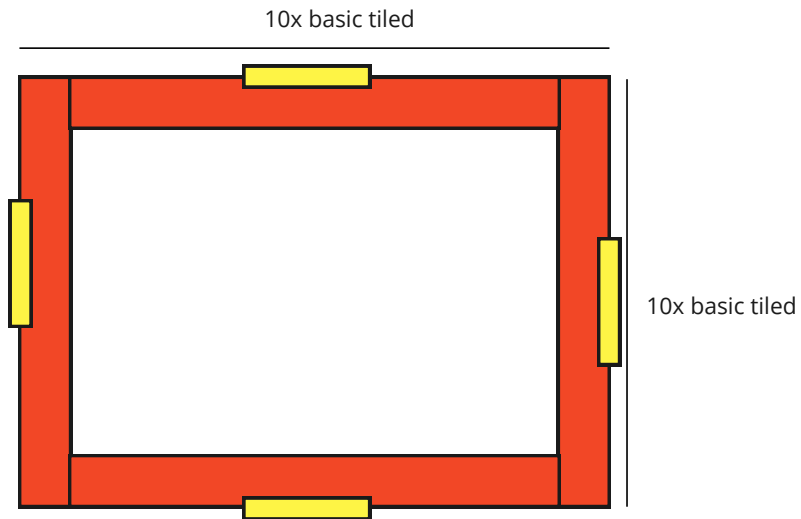
Possible entre and exit



obstacle placeholder



Trap placeholder



Trap or obstacle placeholder



Possible entre and exit



obstacle placeholder



Trap placeholder