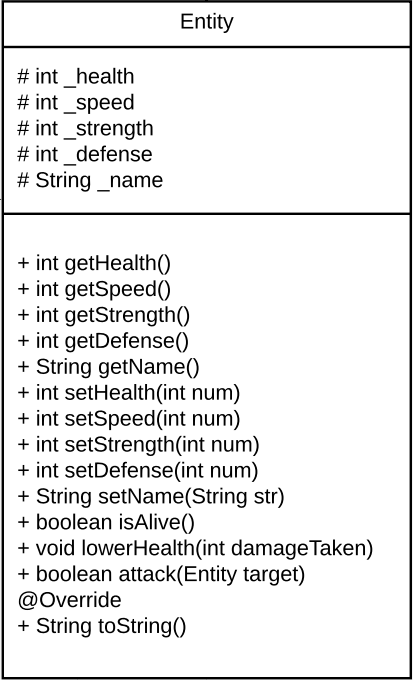


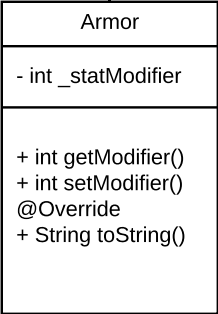
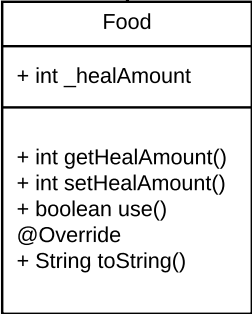
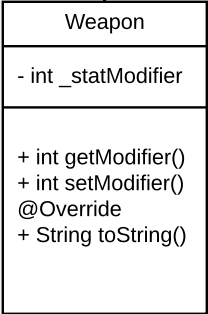
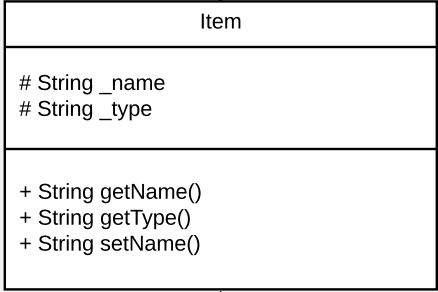
Shqiperi  
  
Rubin Peci  
Dan Gelfand  
Tim Marder  
  
APCS-2  
Period 2

entities  
Contains all the entities in our RPG

Entities is an abstract superclass, and will be playing a part in every entity in the game, as they all will have these basic stats

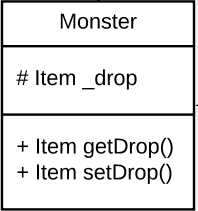
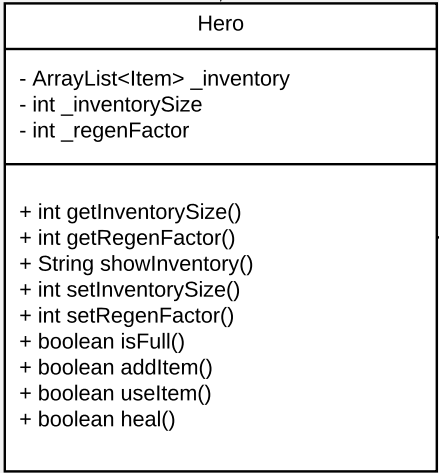


items  
Contains all the items in our RPG

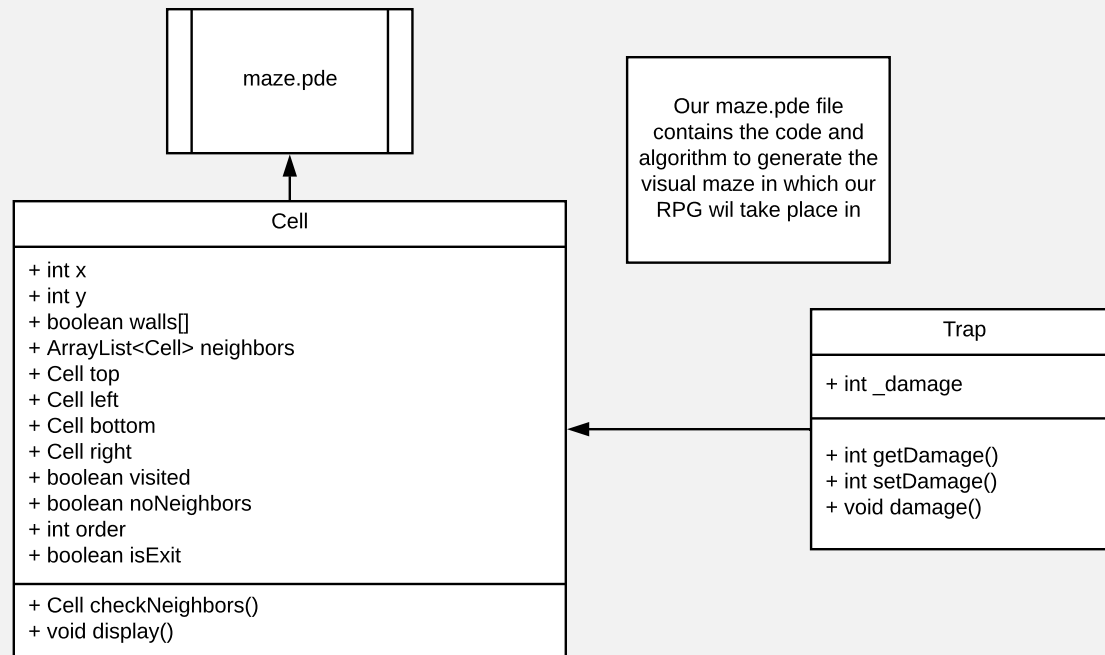


These are the types of items that we will code, and each one will have different effects

There will only ever be one instance of Hero running at a time per game, so we will not need additional subclasses for heroes



Our Monster class will be a superclass for every enemy - they will all have these traits in common, so we don't need to make separate classes for each monster



Our maze.pde file contains the code and algorithm to generate the visual maze in which our RPG wil take place in