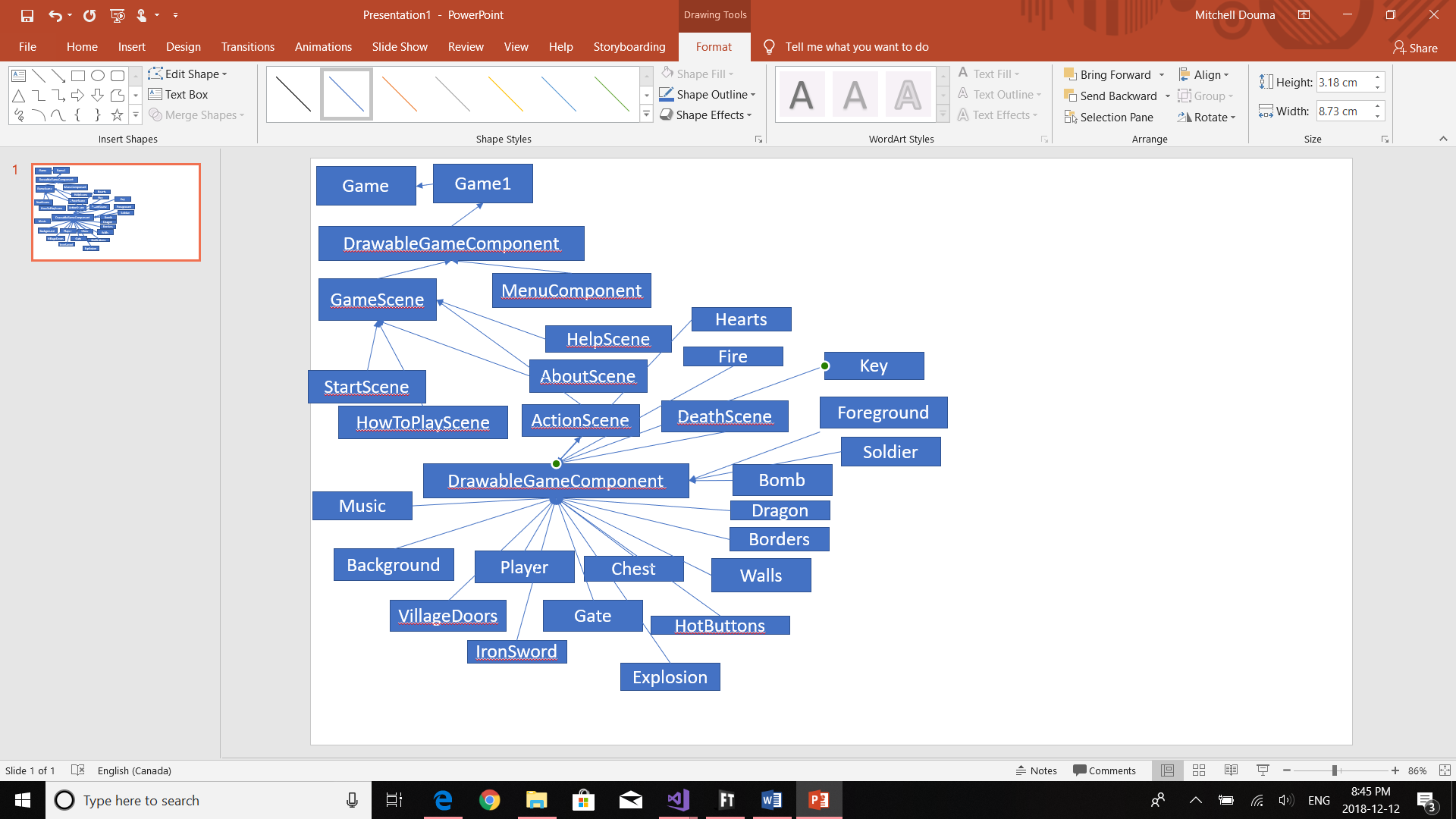
Final Project : Game Programming

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This game has an open world where the player can walk around. They can find different types of items with different uses. Be careful, there are enemies afoot. Including a ferocious dragon!



Resources:

Collisions Library: <https://github.com/ProfessorSteveH/prog2370-collisions>

2D XNA Primitives Library: <https://bitbucket.org/C3/2d-xna-primitives/wiki/Home>