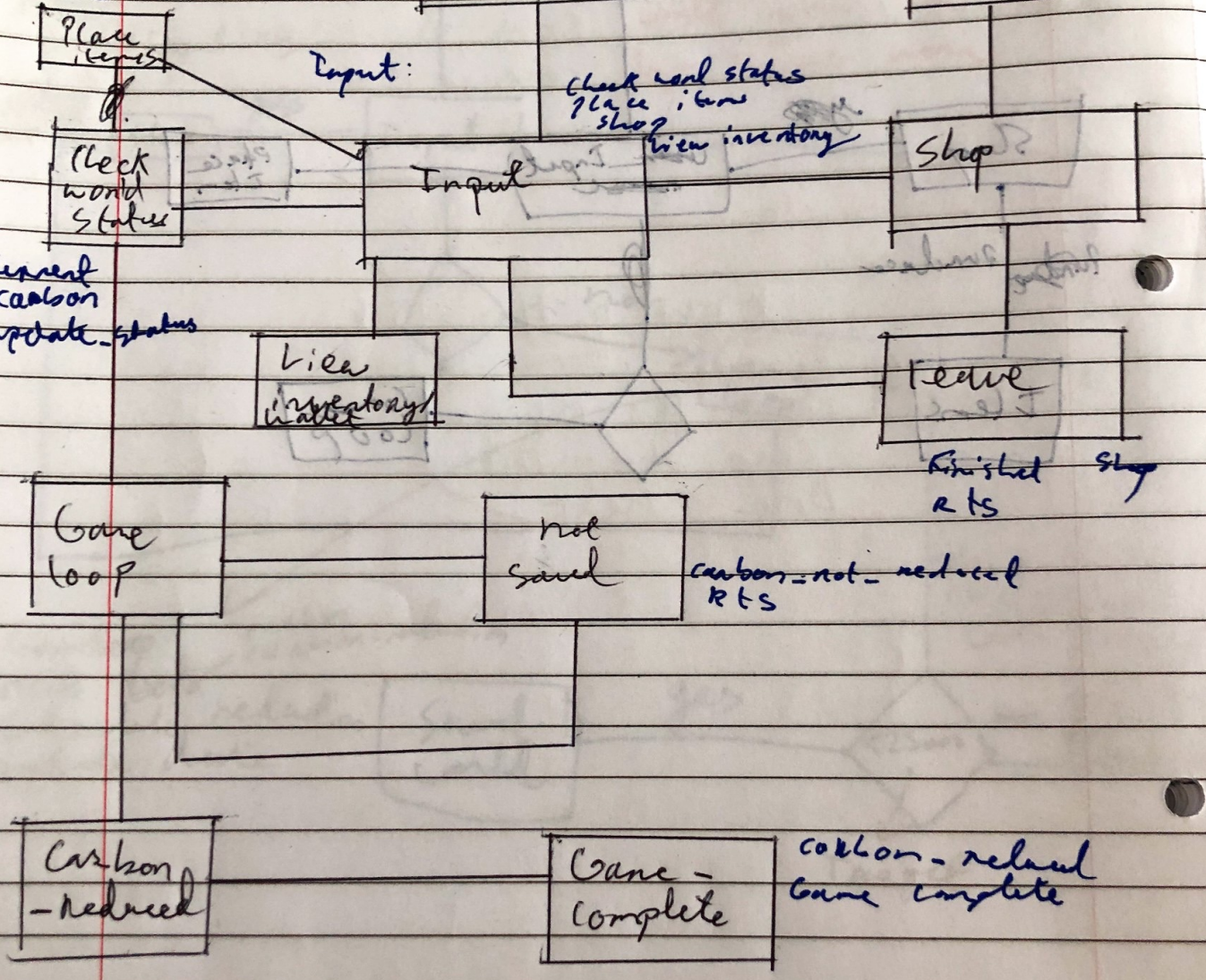


lets playen
about game

welcome:
message message
rts



welcome: player introduction to game
Input: player can choose to 1. Check world status (This leads to Game loop)
 2. View inventory/wallet 3. place items
 4. Shop
Game loop: when the player chooses "Check