First combat test:

<https://drive.google.com/open?id=0B0dYxrDwUlTxZi0xMjRKakhSQUk>

Equipment test:

<https://drive.google.com/open?id=0B0dYxrDwUlTxcHVZZTBUZ3A4Mlk>

First map test (obsolete, algorithm changed)

<https://drive.google.com/open?id=0B0dYxrDwUlTxNVBvdGktMkhwdnc>

Map Test 2.0,

improved algorithm, faster generation, objects inside zones

<https://drive.google.com/open?id=0B0dYxrDwUlTxbk05VXdLMEZqeHM>

Map Tesp 2.5,

Allows movement between world and locations

<https://drive.google.com/open?id=0B0dYxrDwUlTxNzdmLWxYY25acms>

Map Test 2.7

Added transition between world and location and vice versa, movement between locations and world seperated

<https://drive.google.com/open?id=0B0dYxrDwUlTxckNUeW4zTGlfUEk>