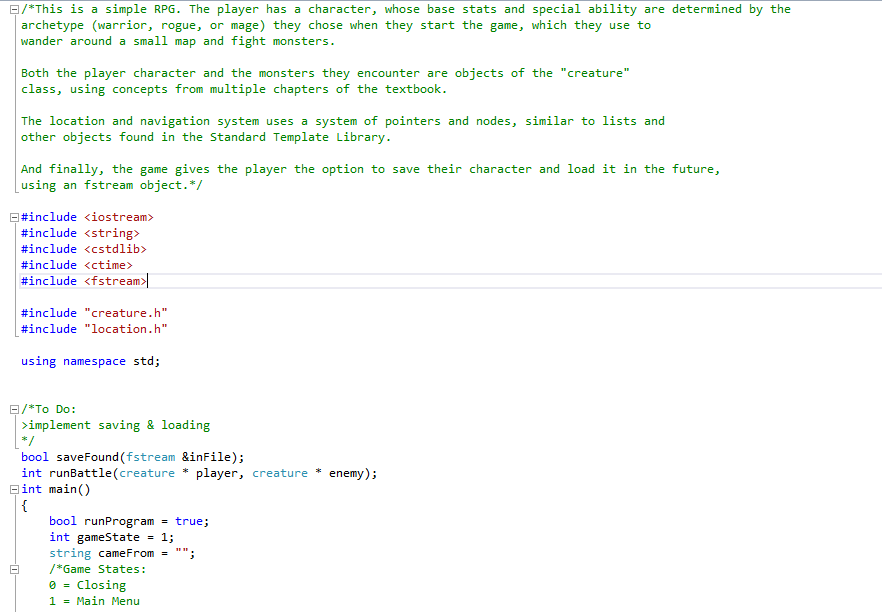
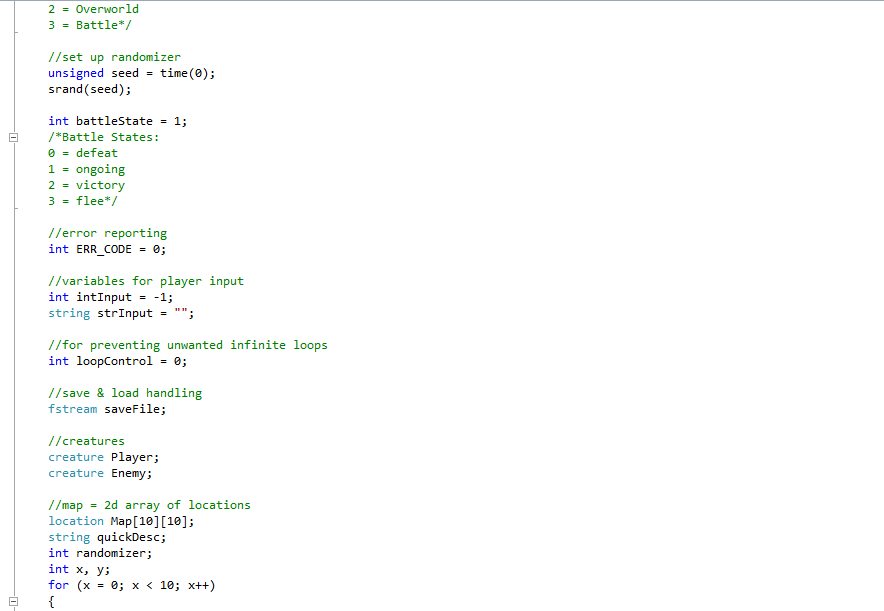
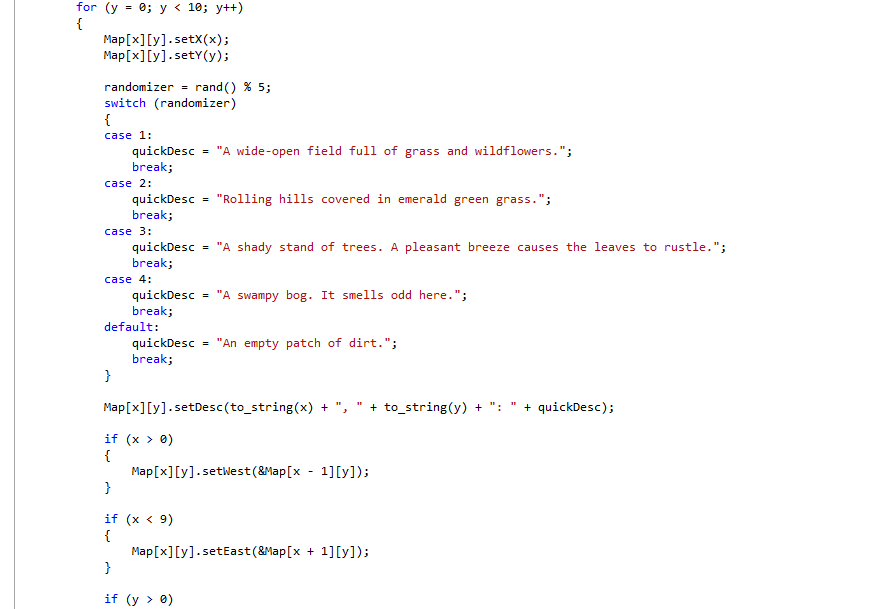
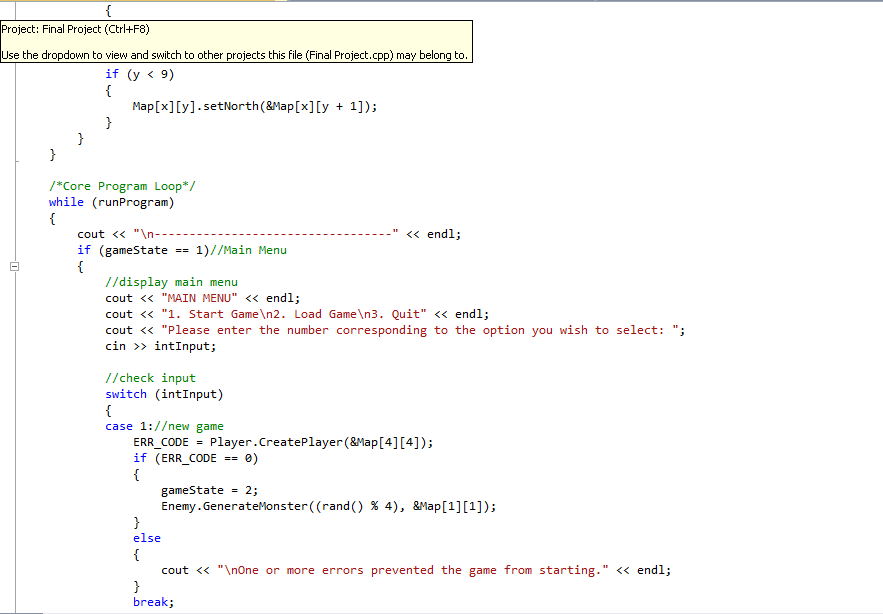
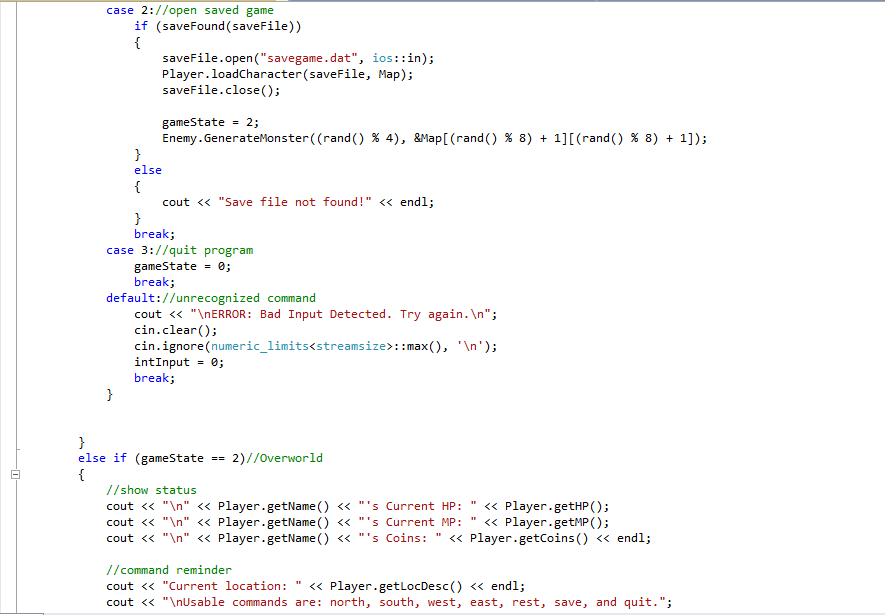
Main CPP file:



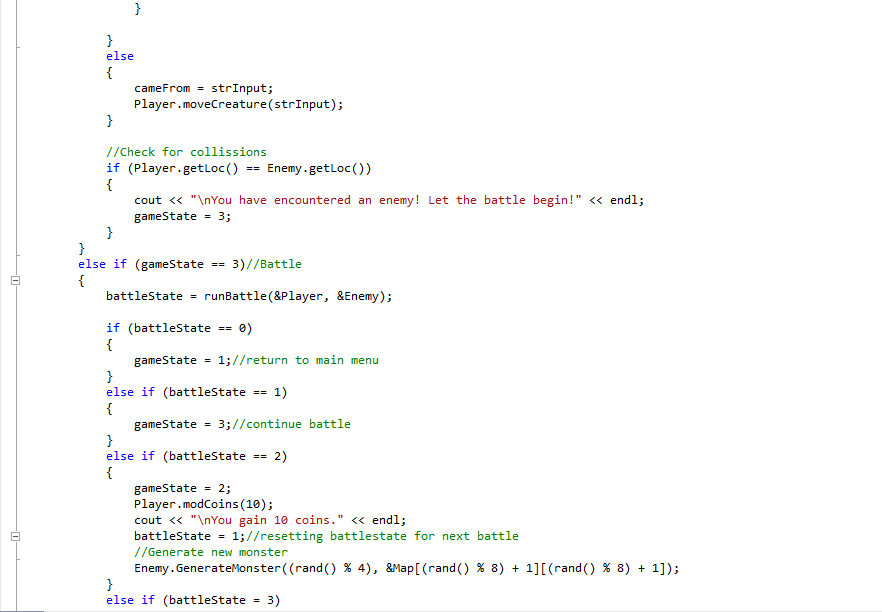


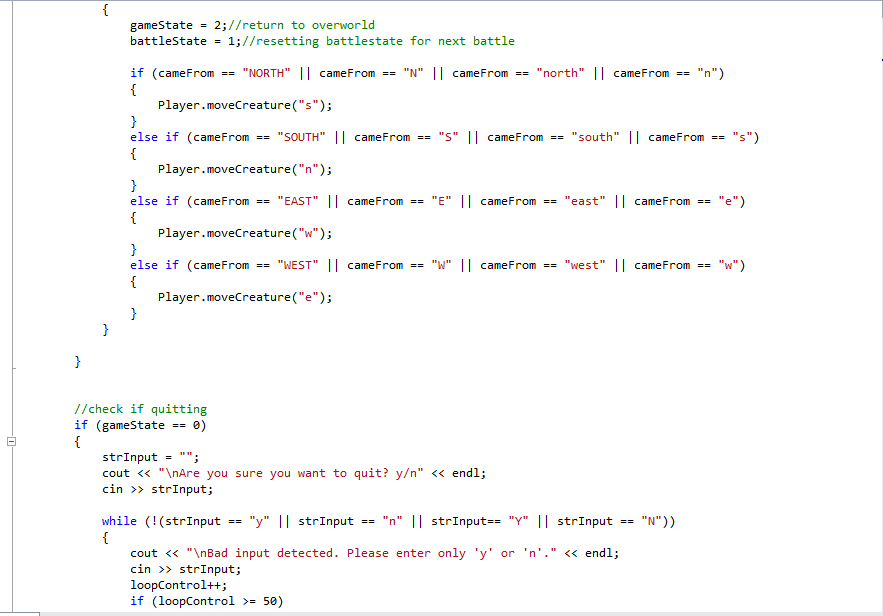


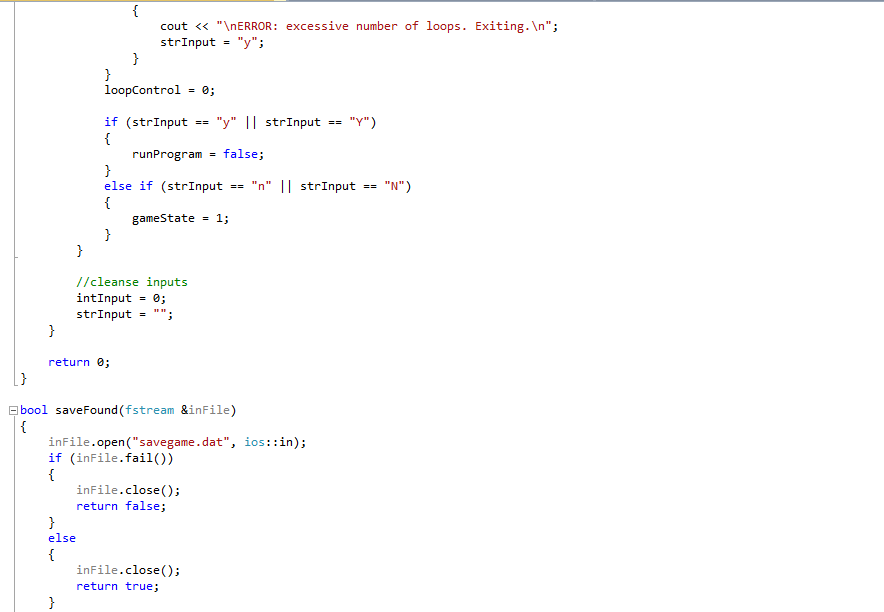


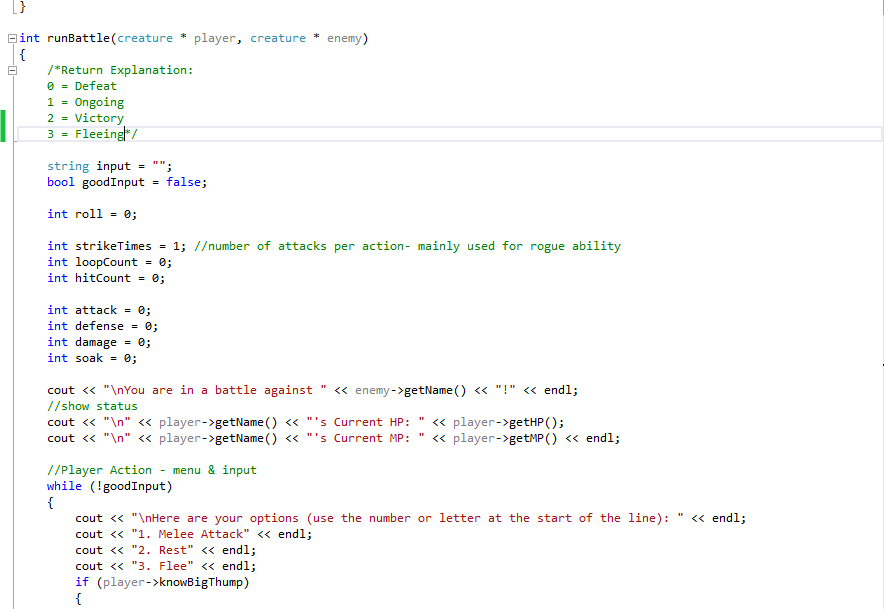


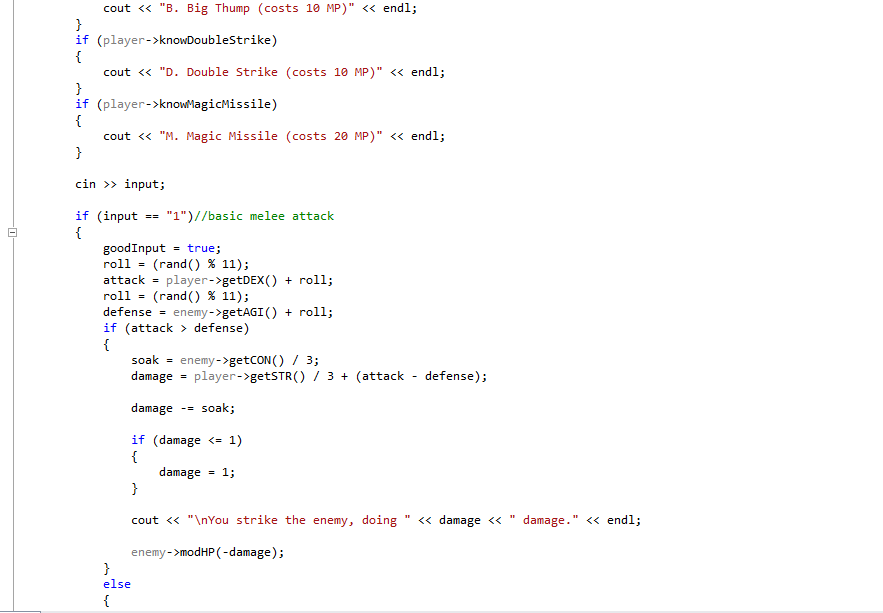


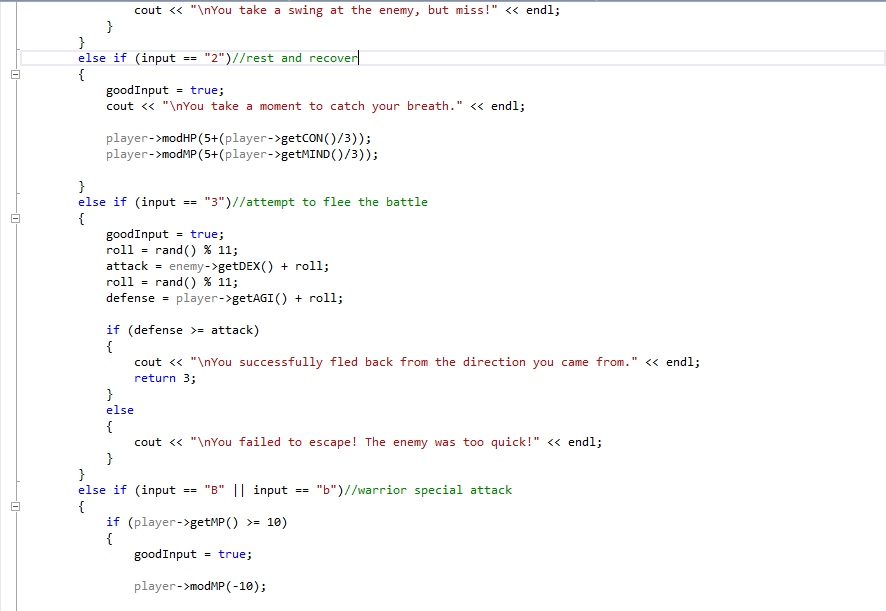


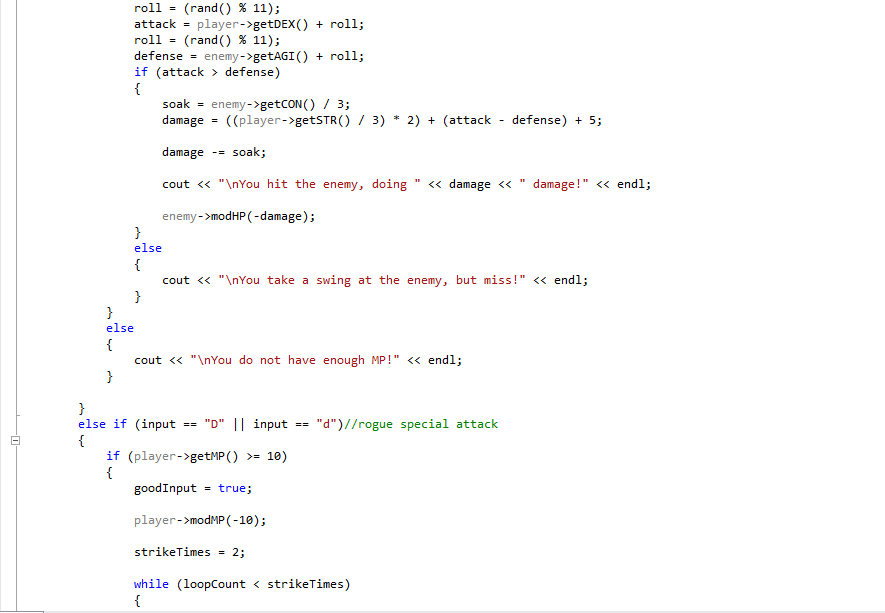


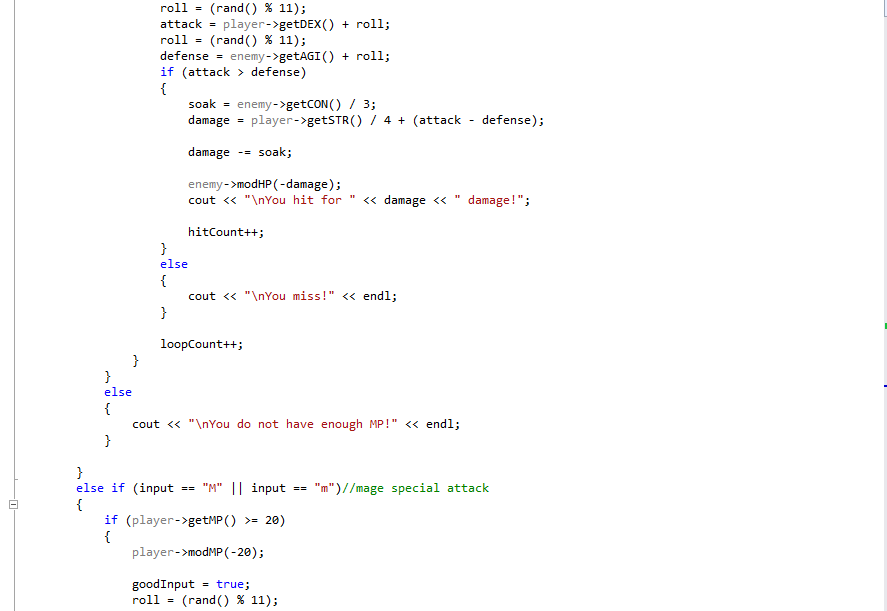


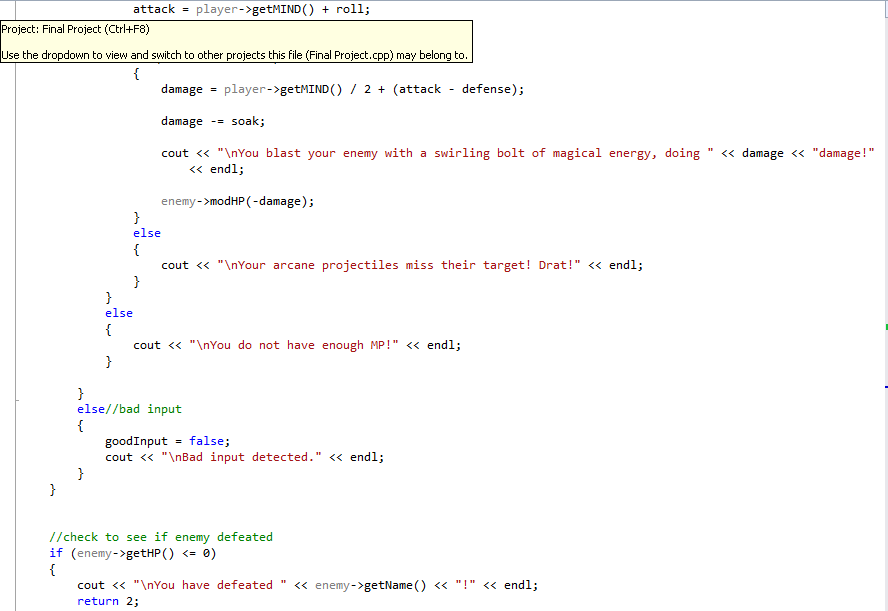


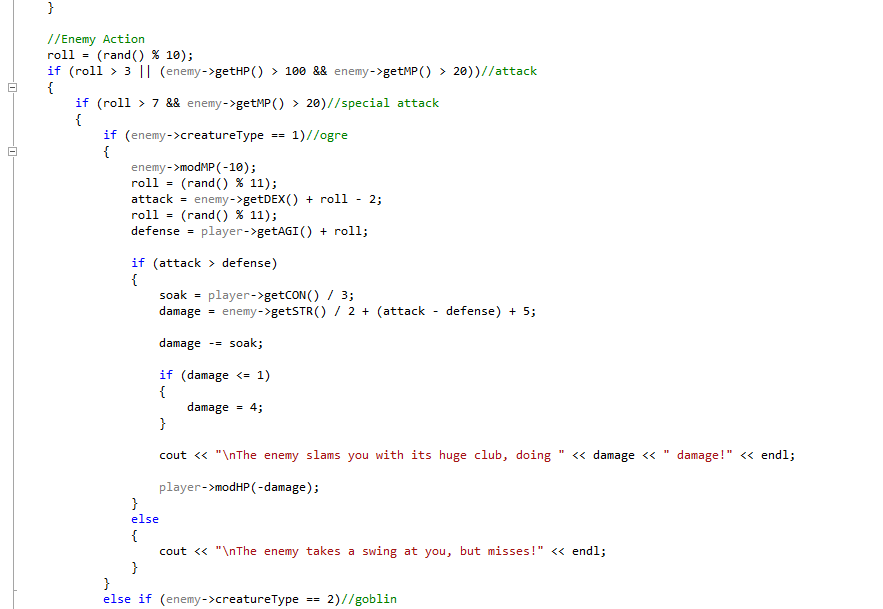


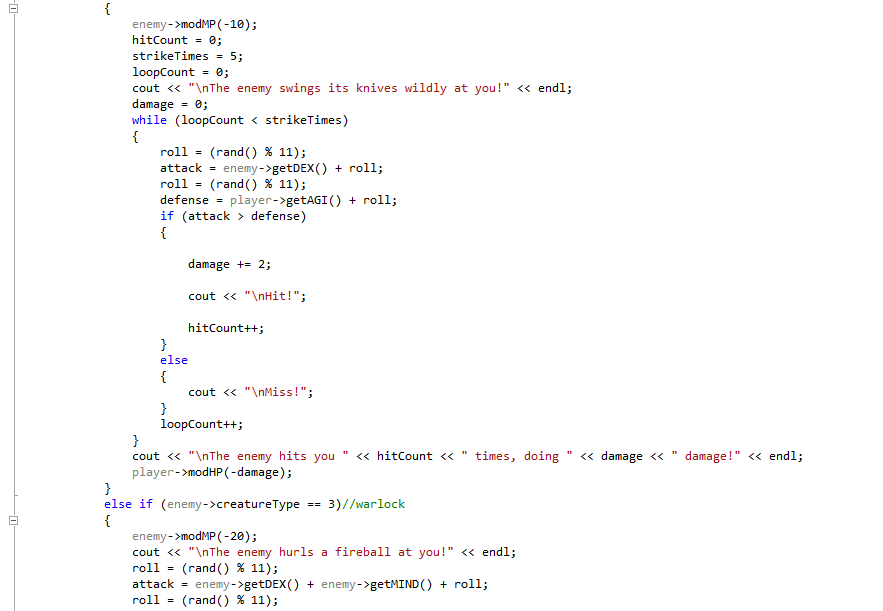


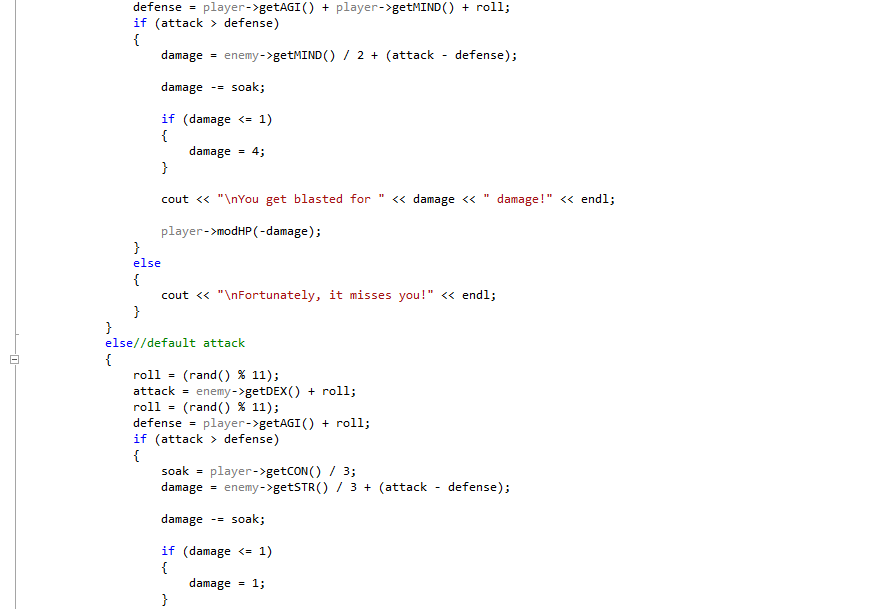


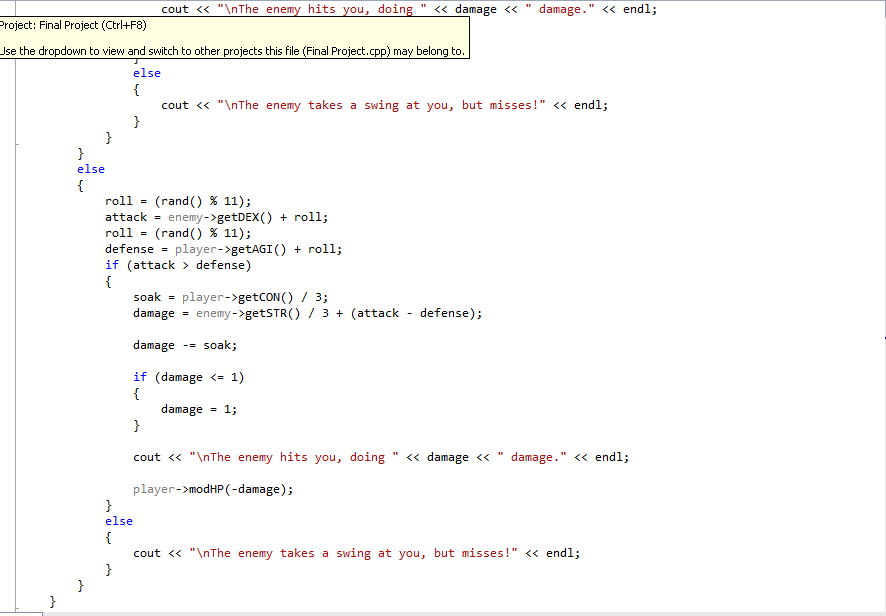


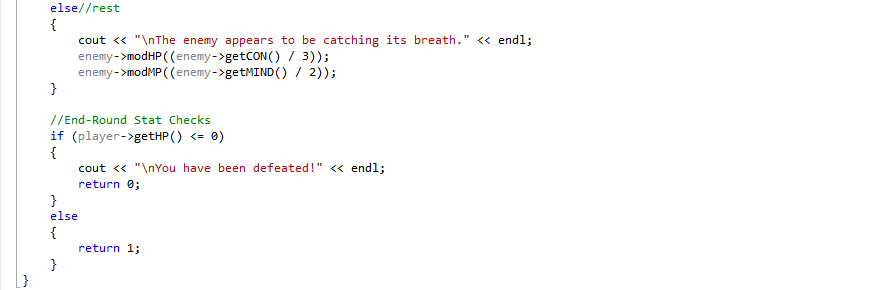




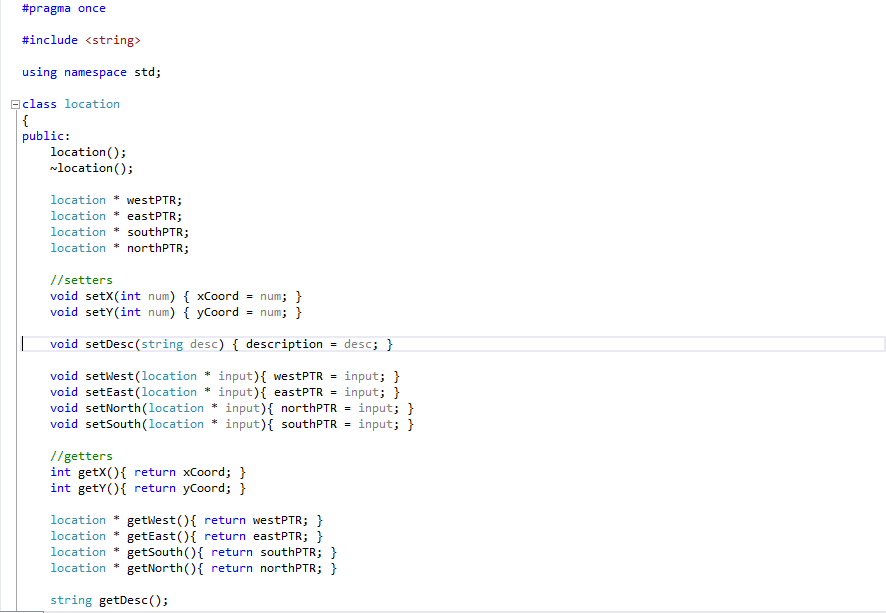


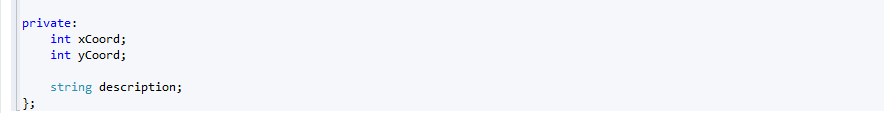






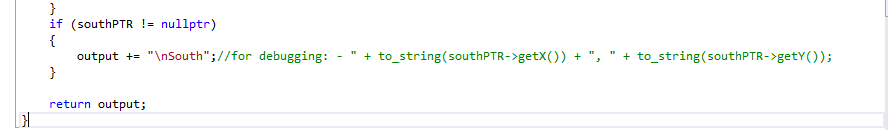
location.h



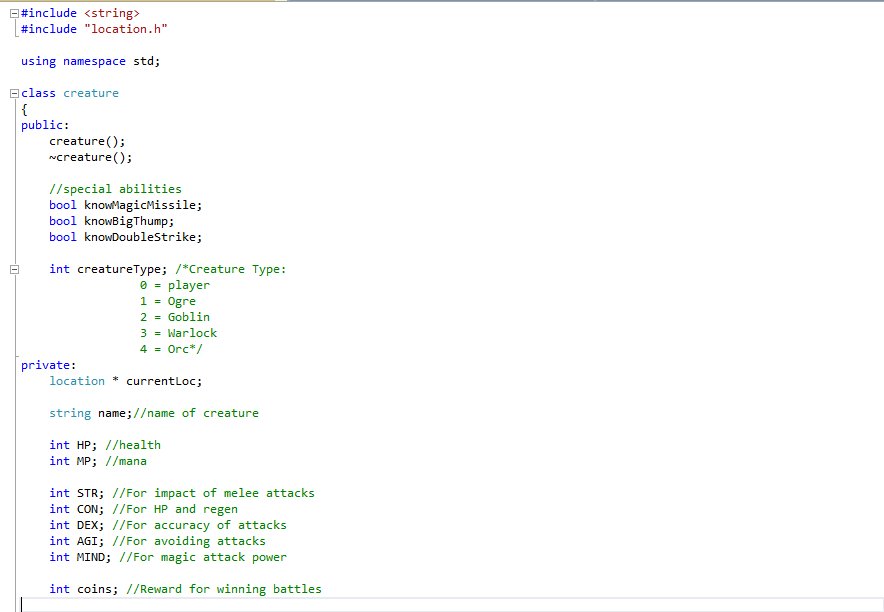


location.cpp

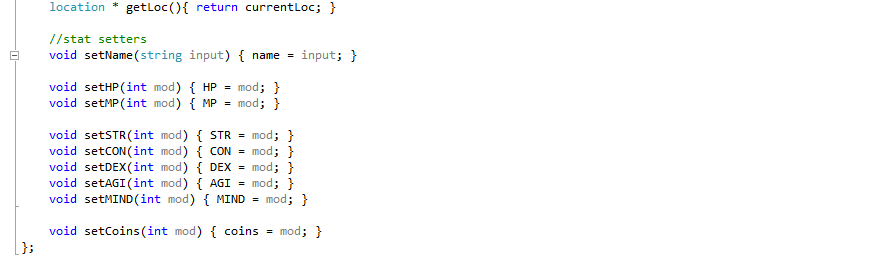




creature.h

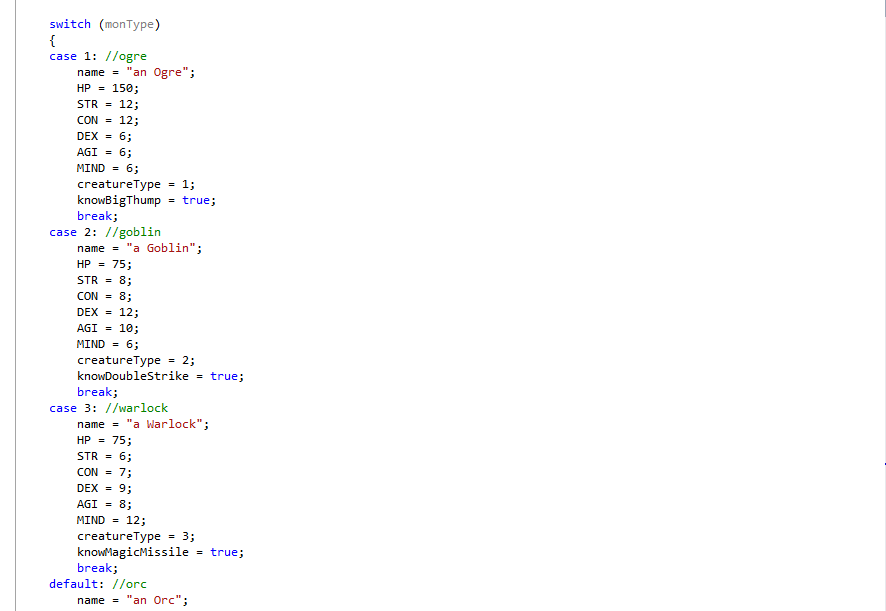


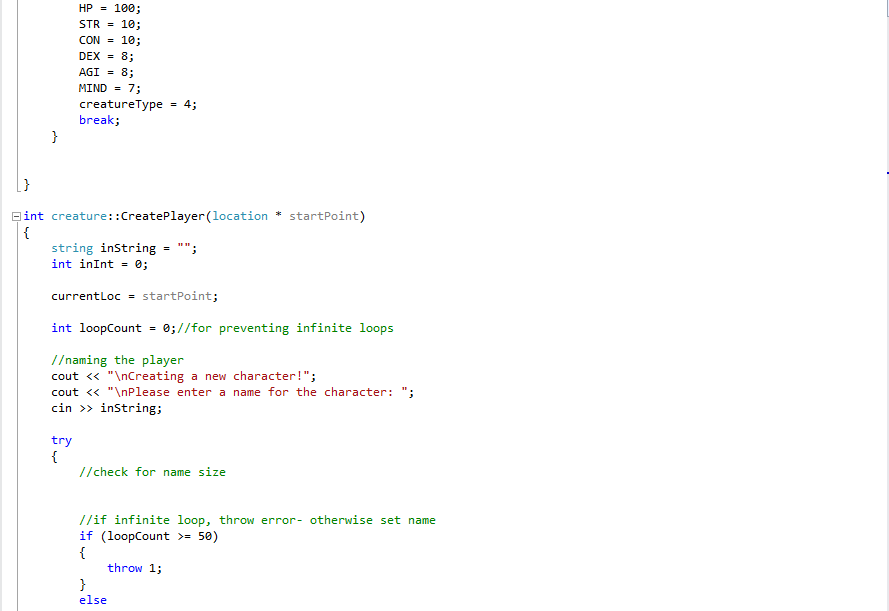


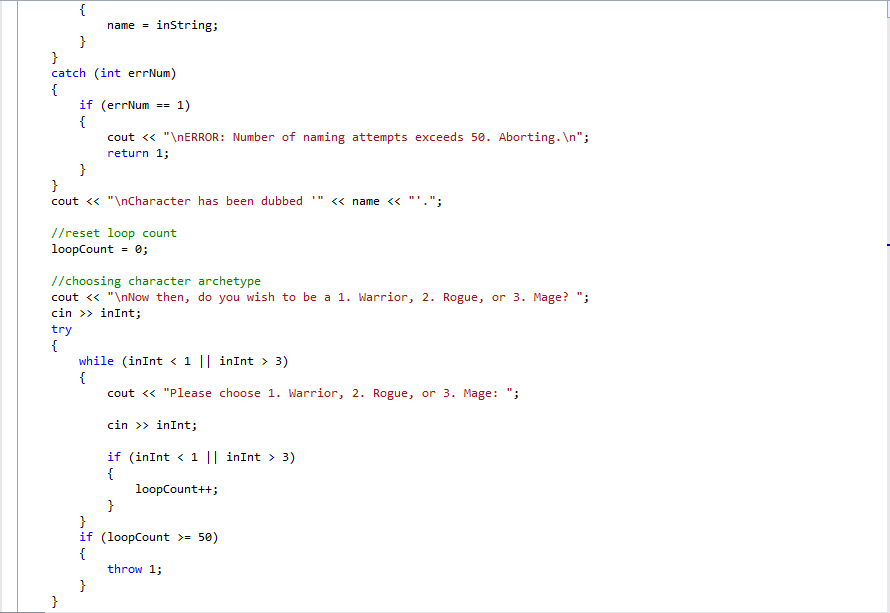


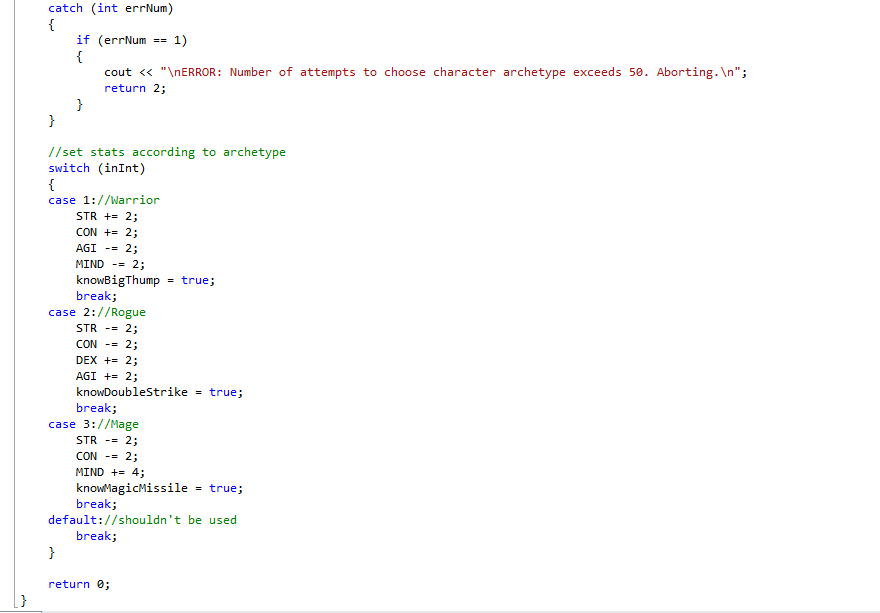
creature.cpp

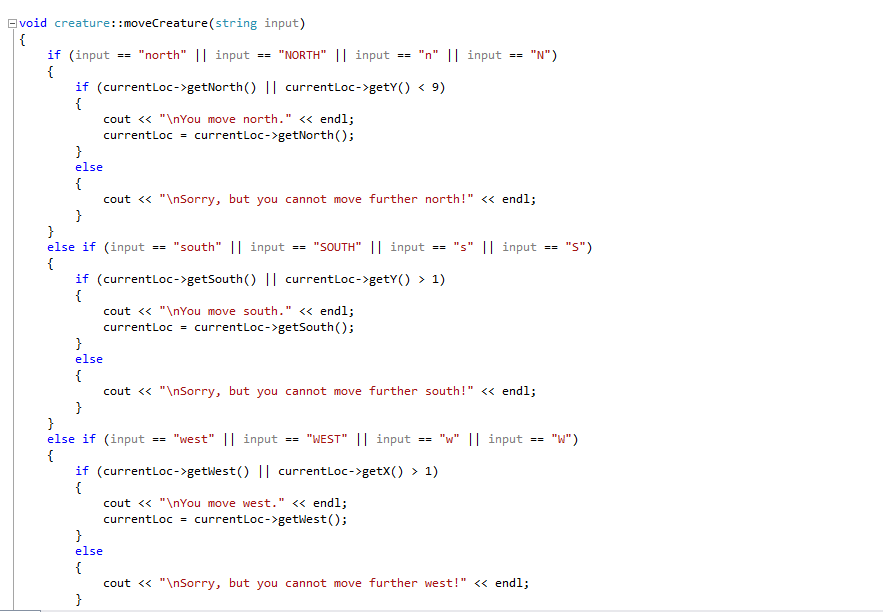


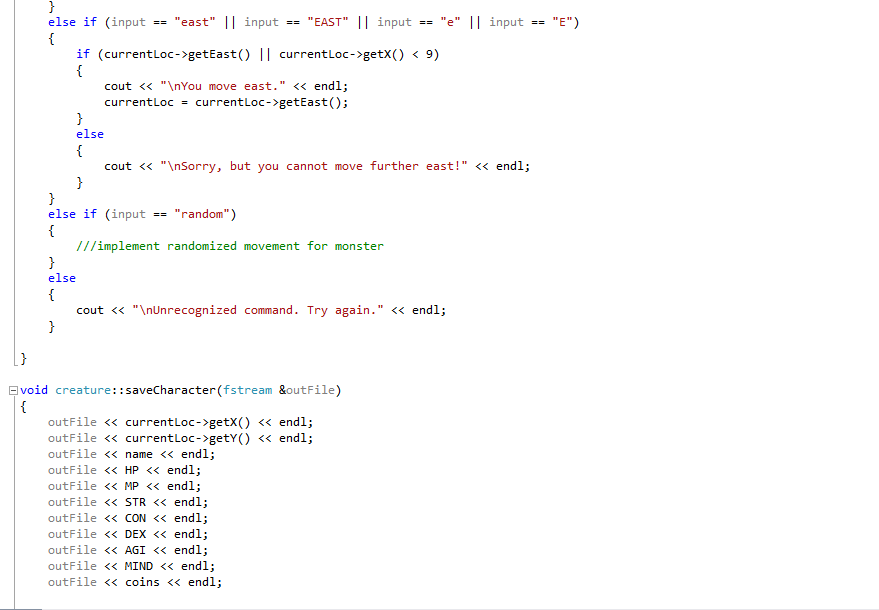


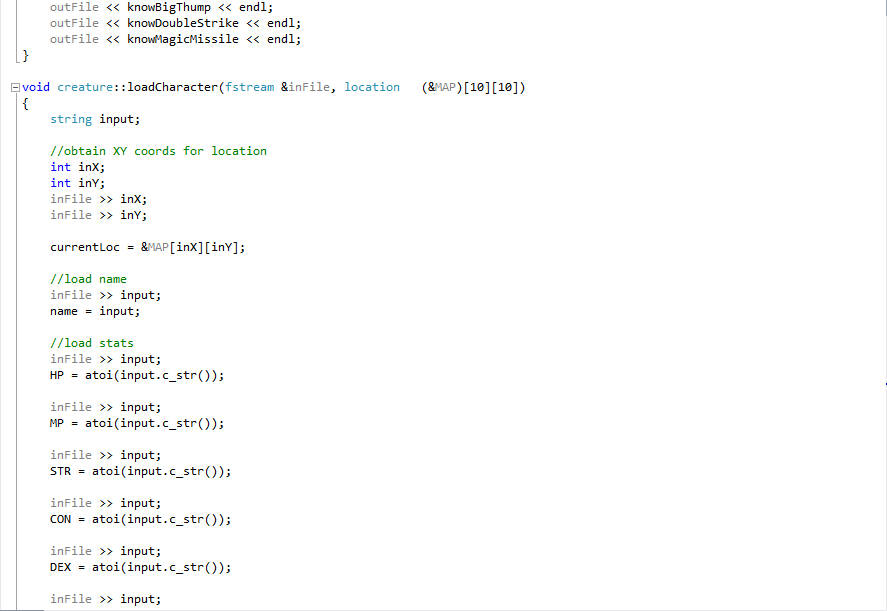


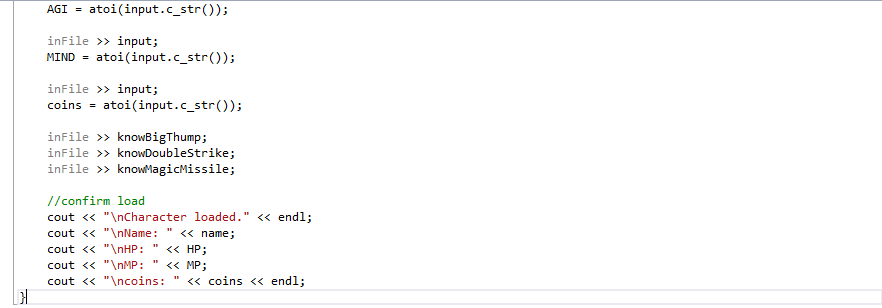




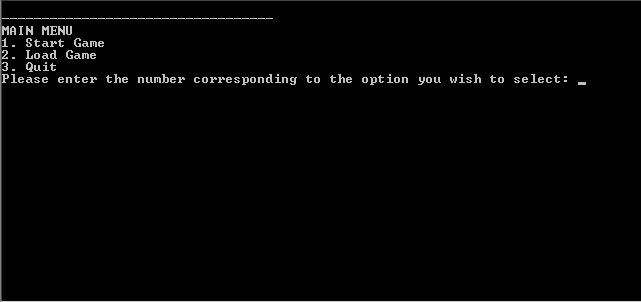




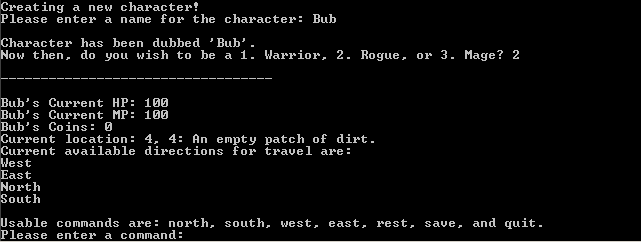




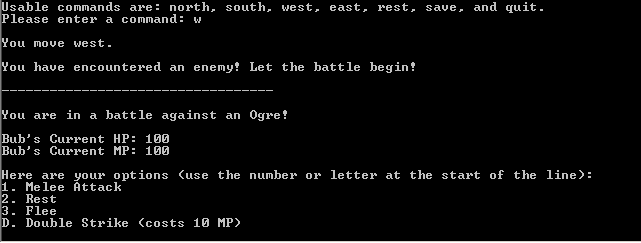
Running Program – Main Menu



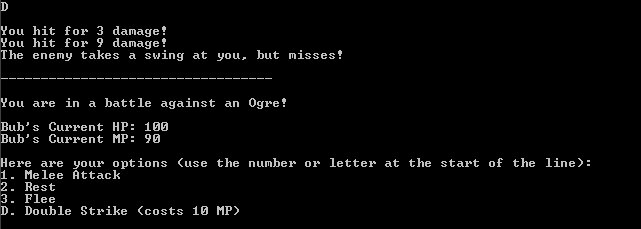
Running Program – New Game



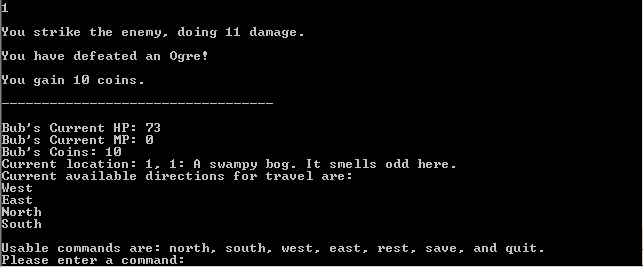
Running Program – Battle



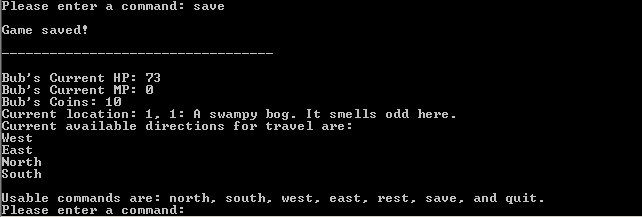
Running Program – Battle (cont.)



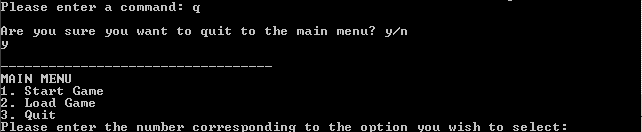
Running Program – Battle (victory)



Running Program – Saving



Running Program – Quitting



Running Program – Loading

