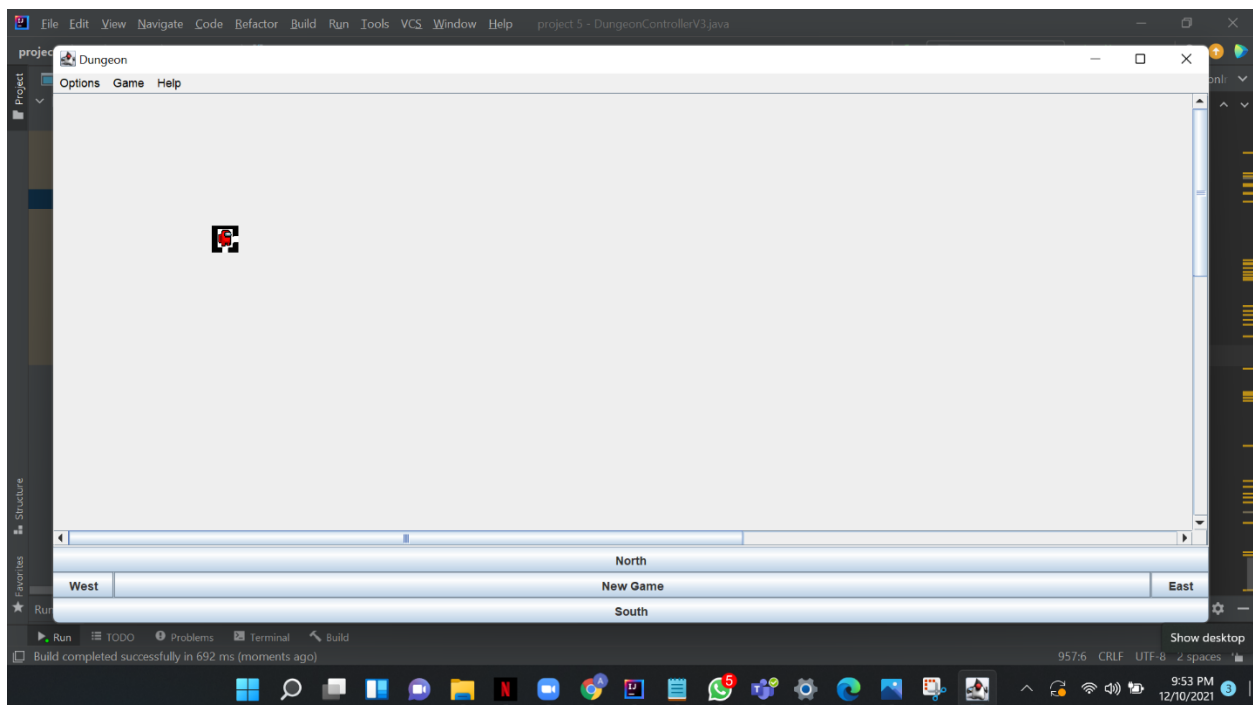


Initial frame to get inputs :

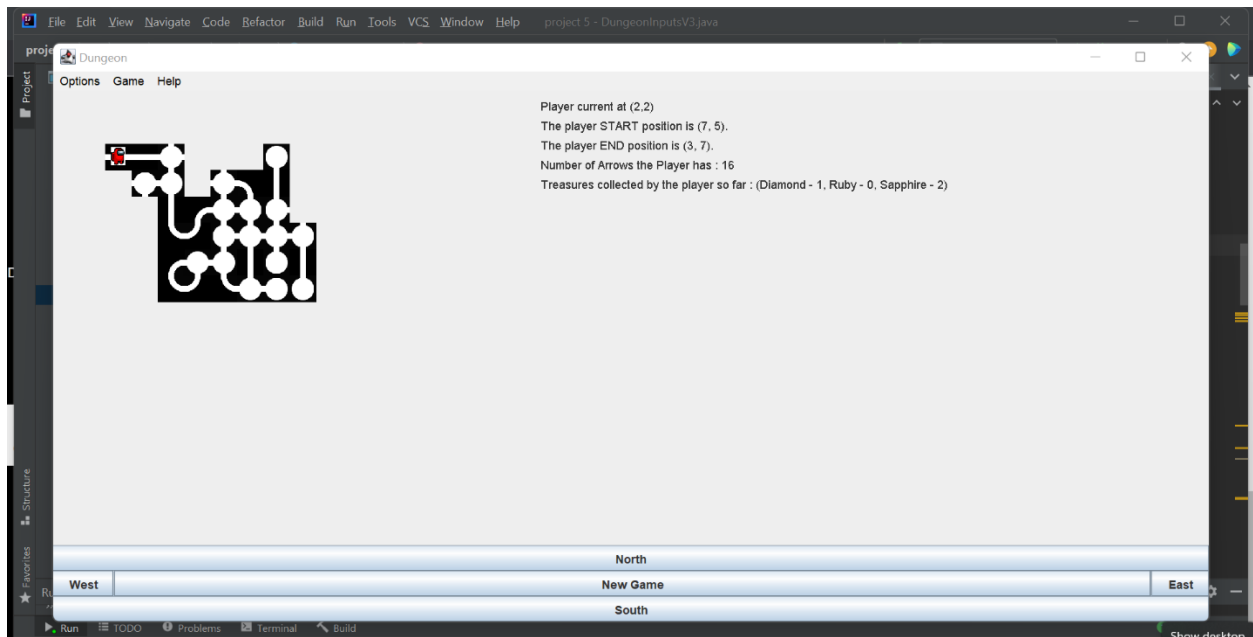
Dungeon - Get user inputs

Rows
8
Columns
10
Interconnection
12
Percentage Of Treasure (%)
50
Wrapping
False
Number of Otyughs
4
Start Game
Instructions

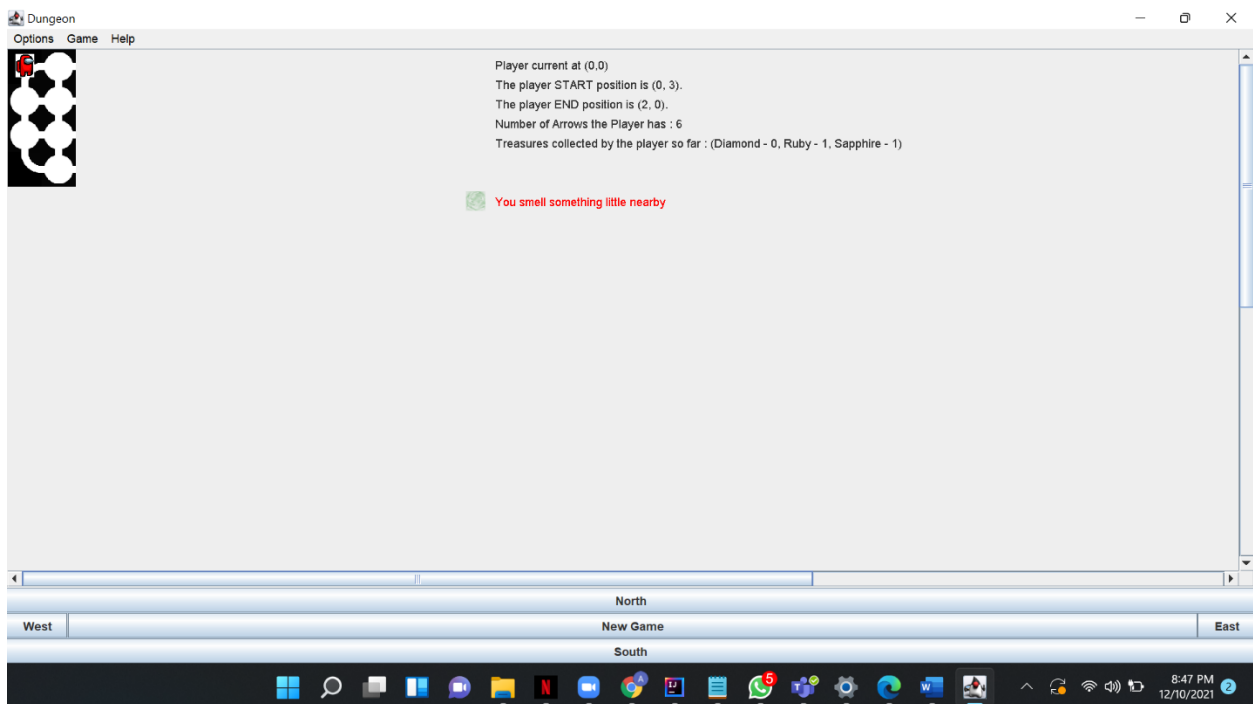
Starting State of the Game :



All nodes hidden – Revealed as we traverse :



Slight Smell :

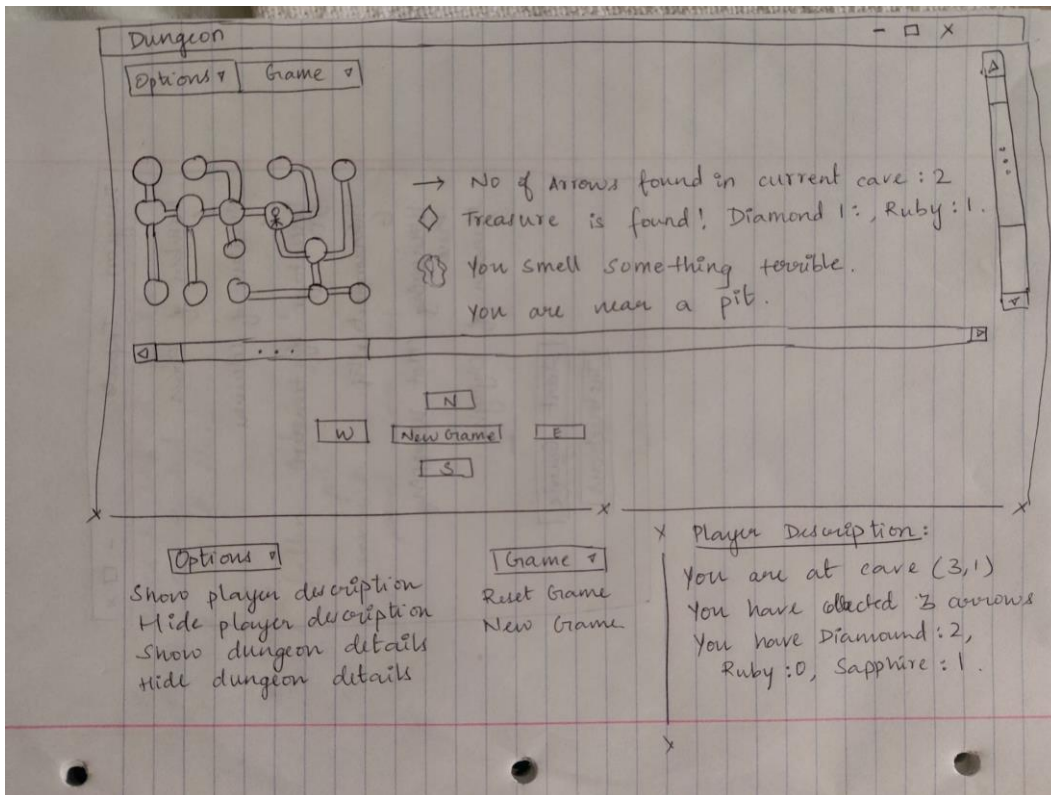


Sketch 1 – Initial Frame :

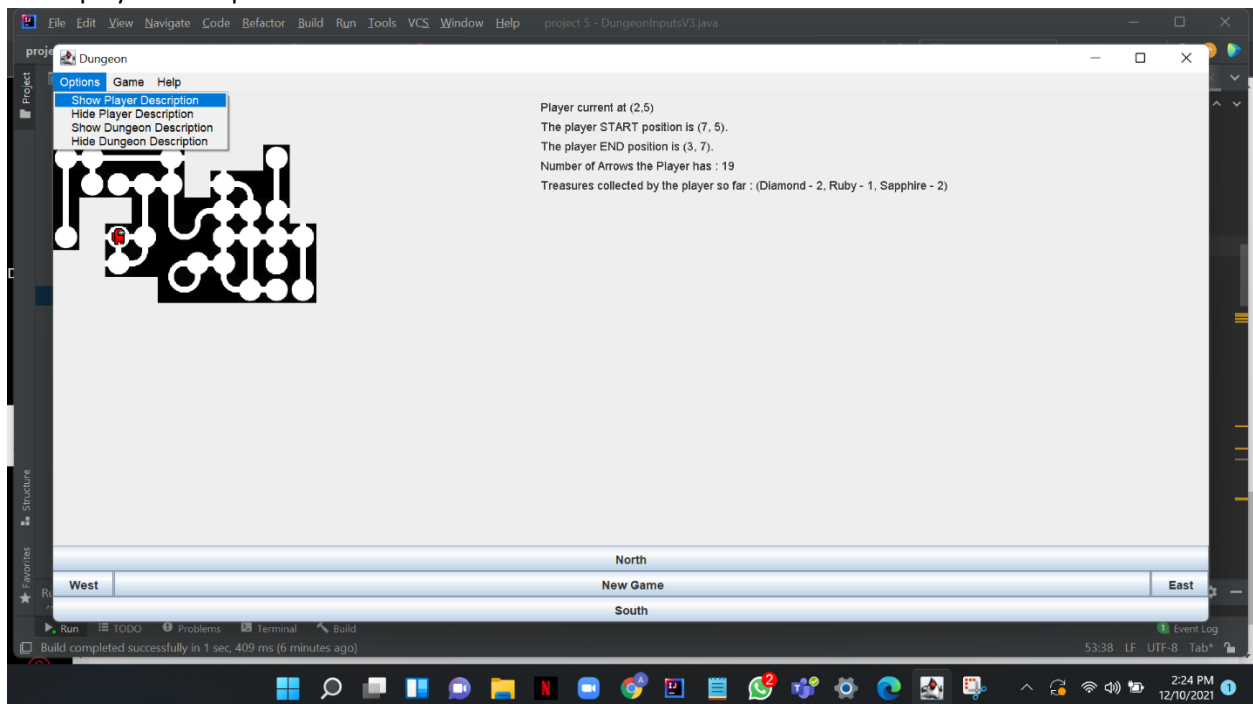
A hand-drawn sketch of a game window titled "Dungeon - Inputs". The window has a title bar with a minus sign, a maximize button, and a close button. Inside the window, there are several input fields and buttons. The inputs are: "Number of Rows" with the value "6", "Number of Columns" with the value "4", "Percentage of treasure" with the value "50", "Interconnectivity" with the value "6", "Wrapping / Not Wrapping" with the value "True", and "Number of Otyughs" with the value "2". At the bottom of the window, there are two buttons: "Start Game" and "Instructions".

Dungeon - Inputs	
Number of Rows.	6
Number of Columns	4
Percentage of treasure	50
Interconnectivity	6
Wrapping / Not Wrapping	True
Number of Otyughs.	2
<div>Start Game</div> <div>Instructions</div>	

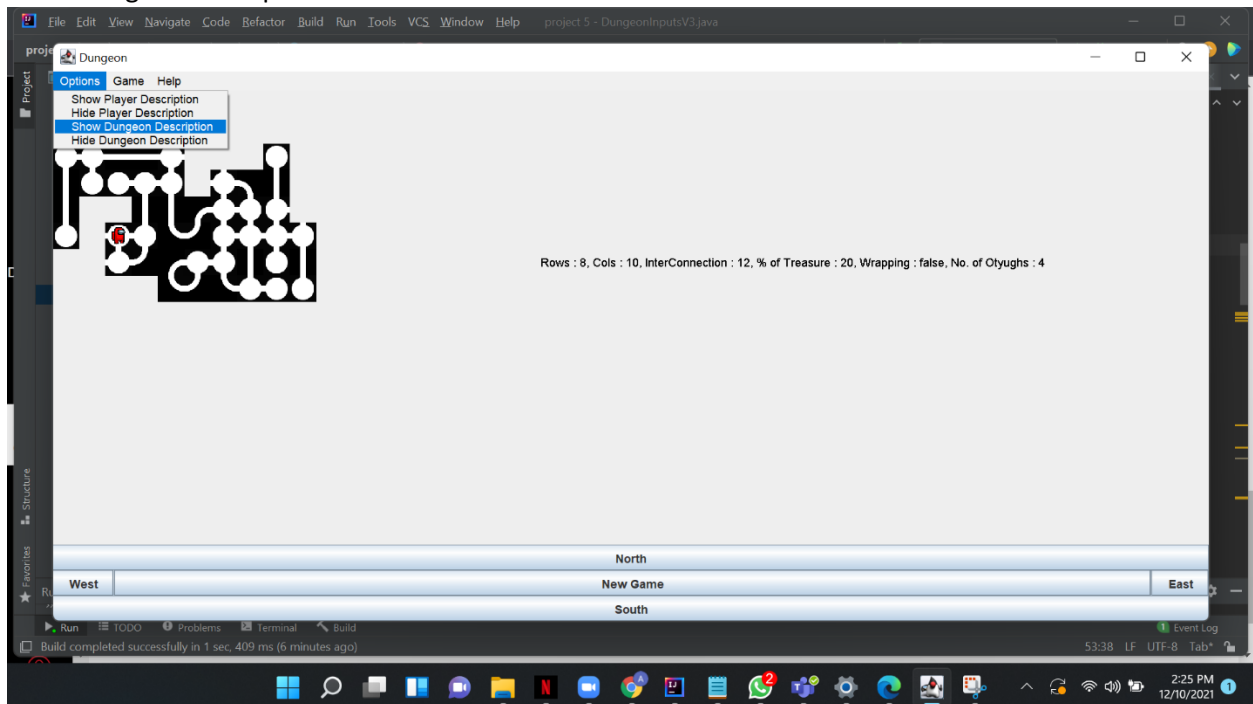
Sketch 2 – Game Frame :



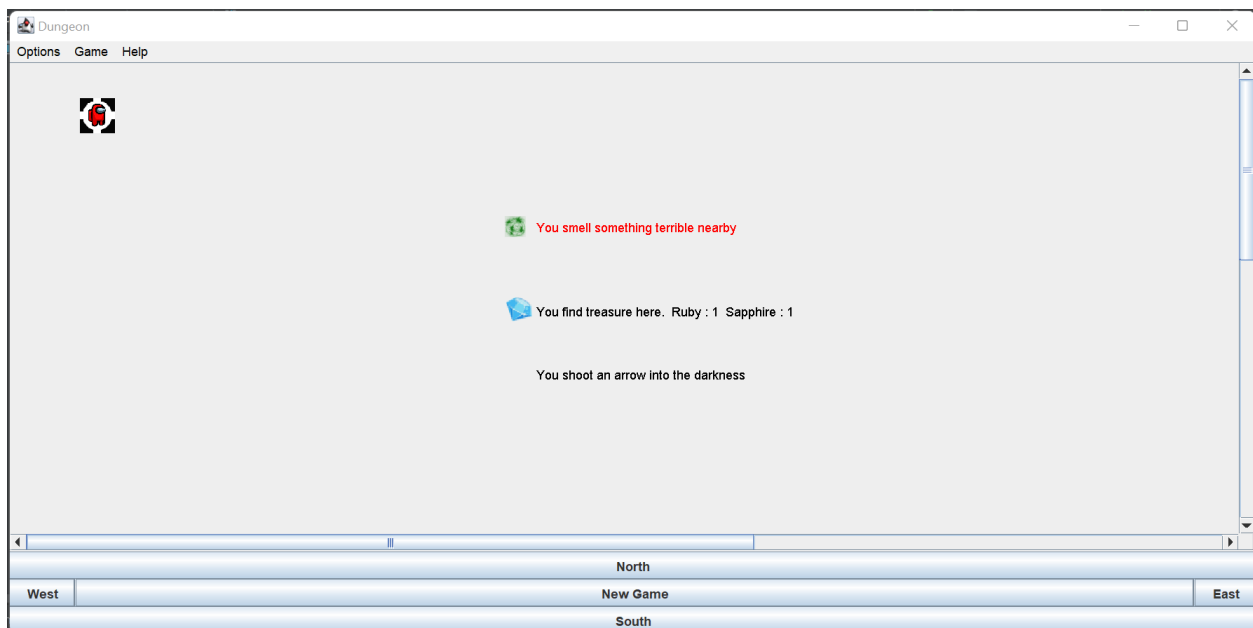
Show player description – Jmenu :



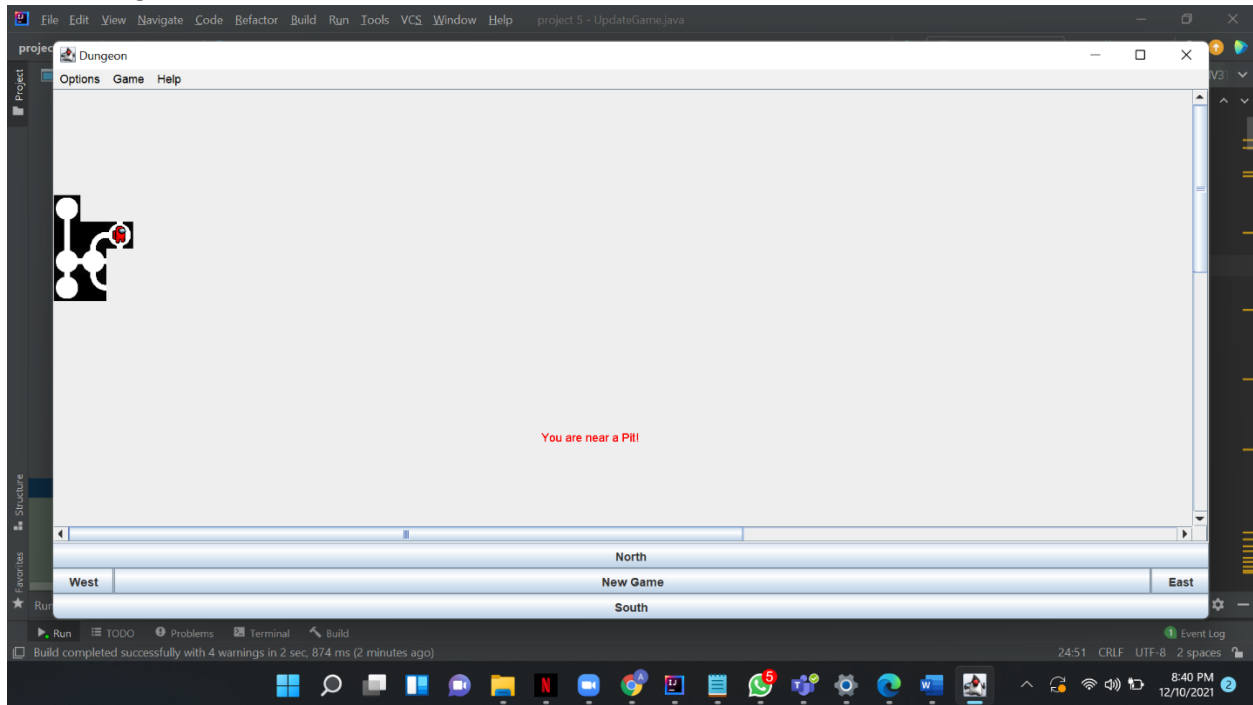
Show dungeon description :



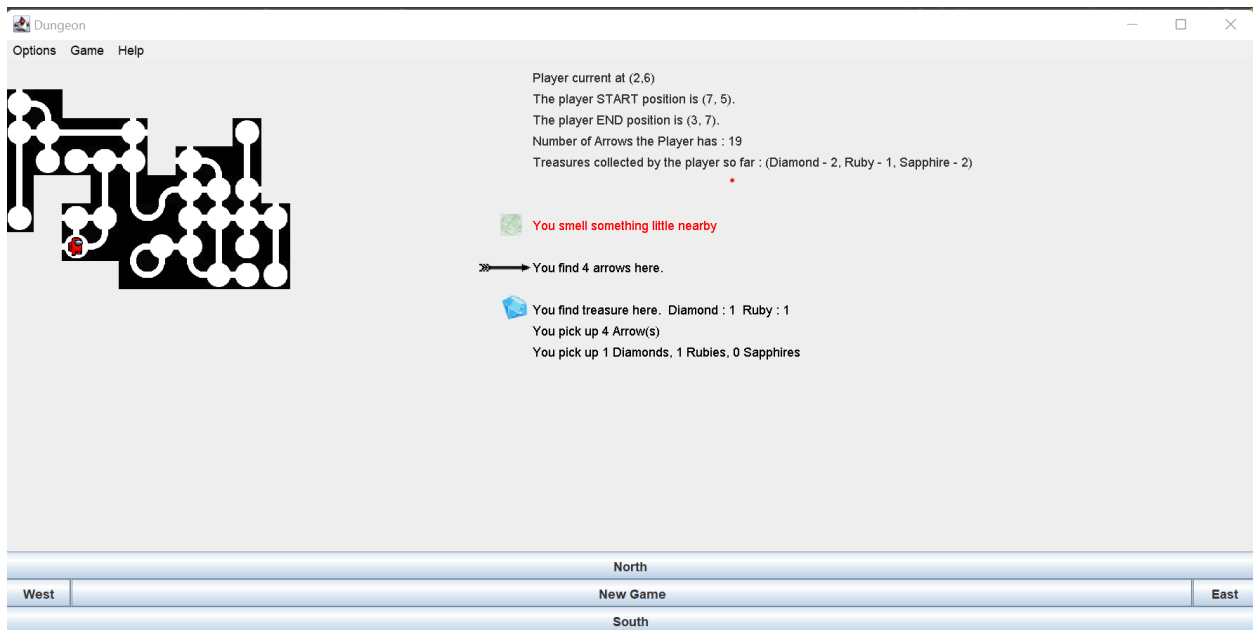
Shoot and Miss :



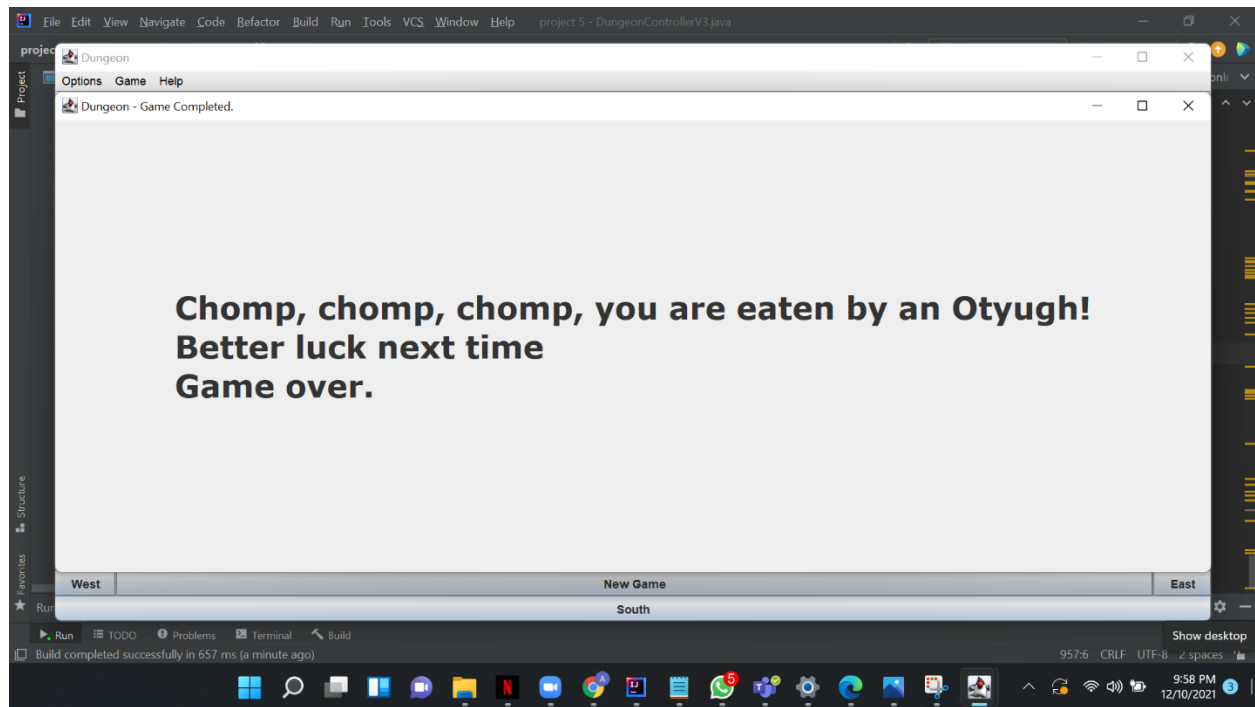
Pit Warning :



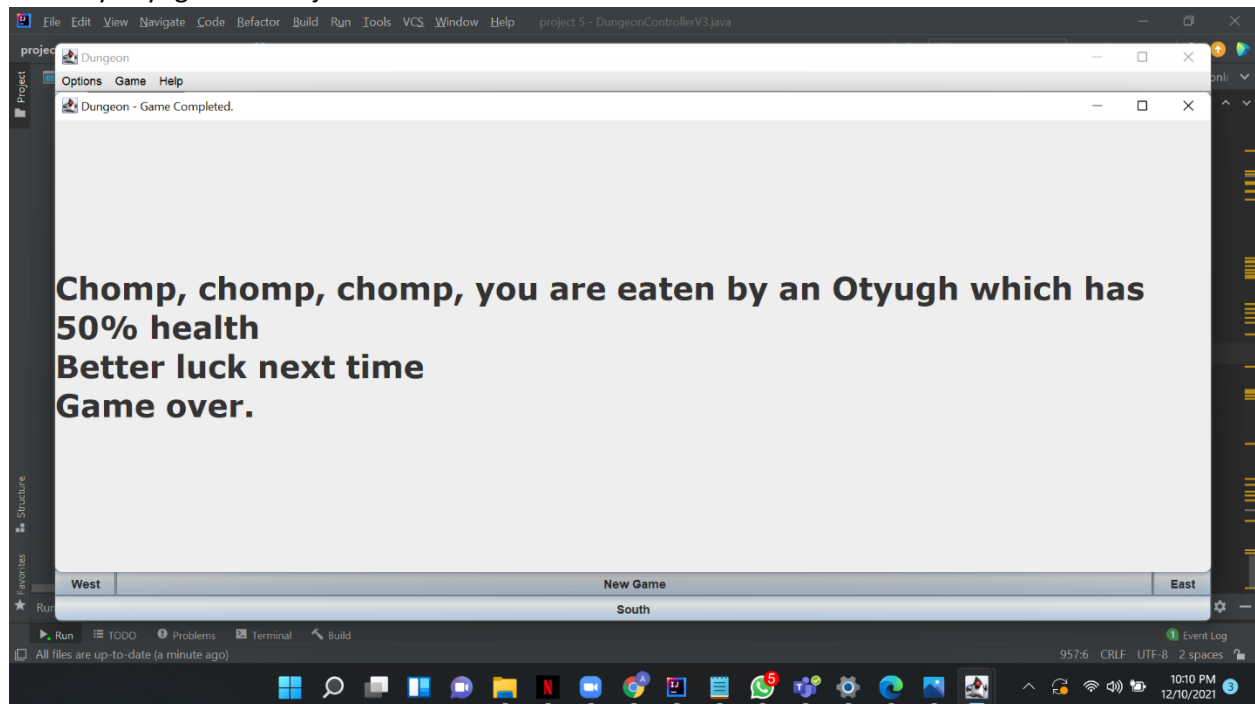
Pick of treasure and arrow:



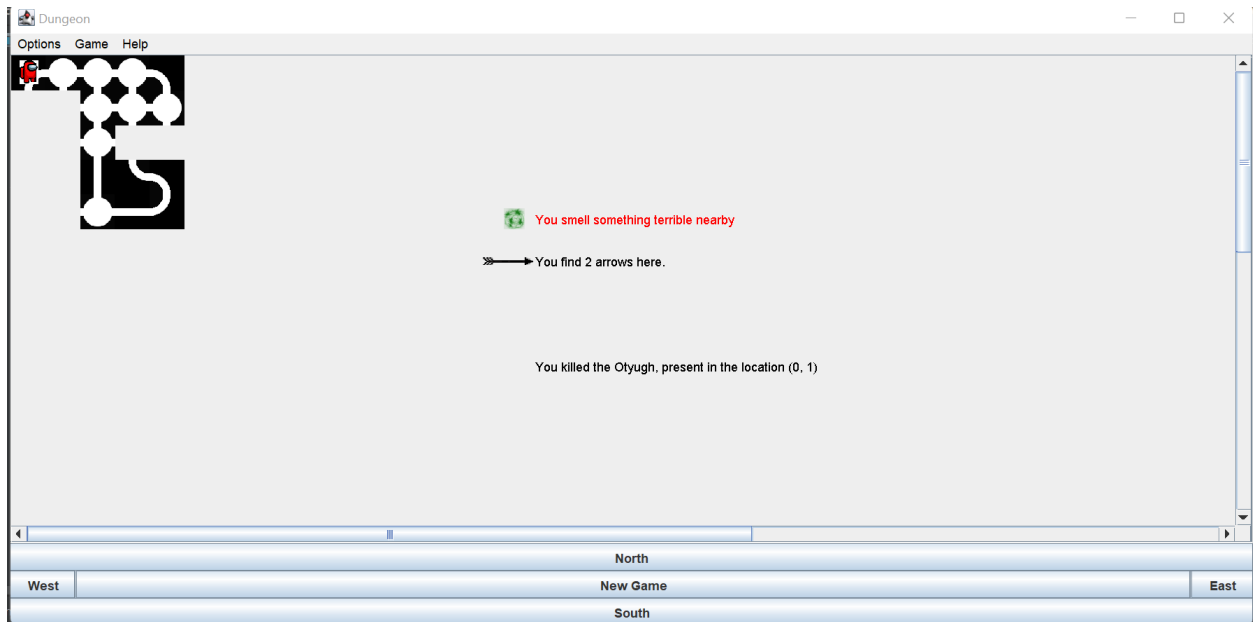
Killed By oTyugh:



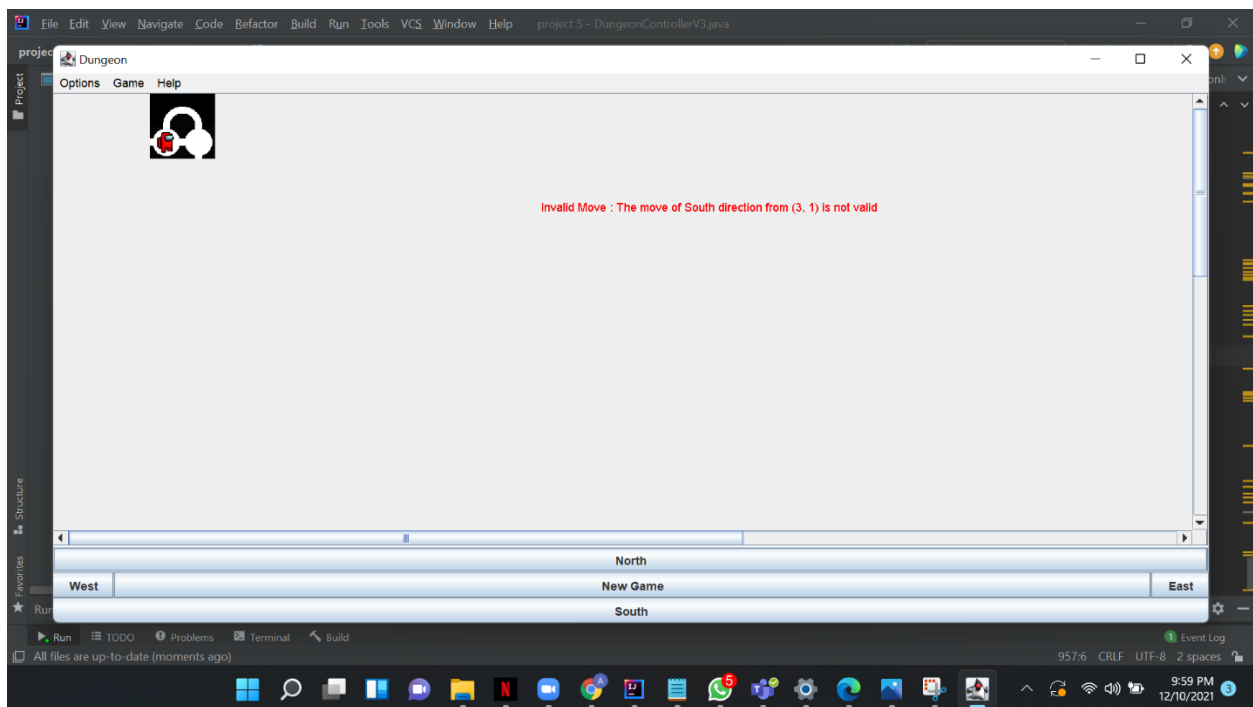
Killed by Otyugh that is injured :



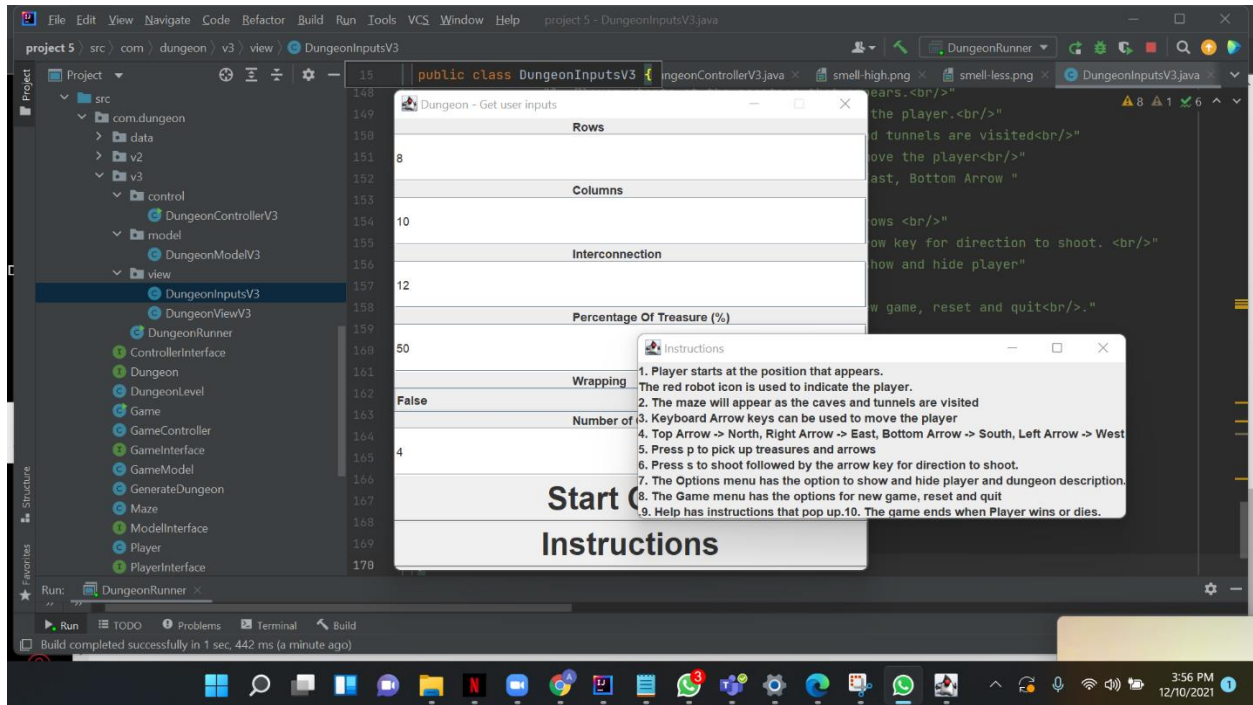
Killed the Otyugh:



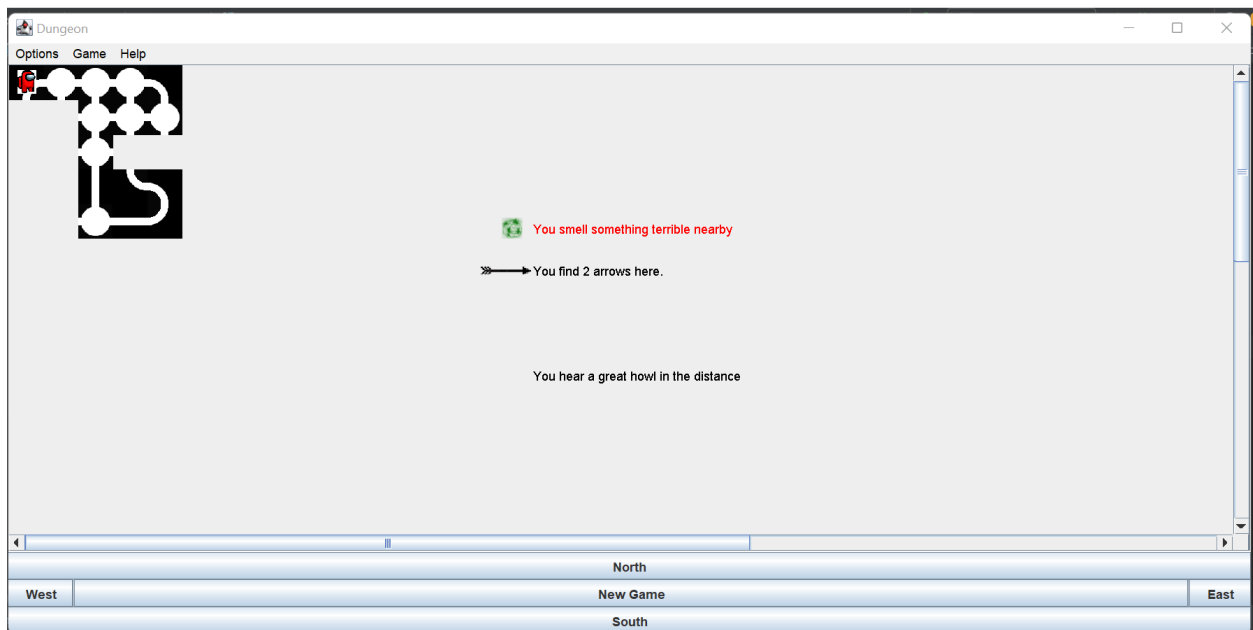
Invalid Move:



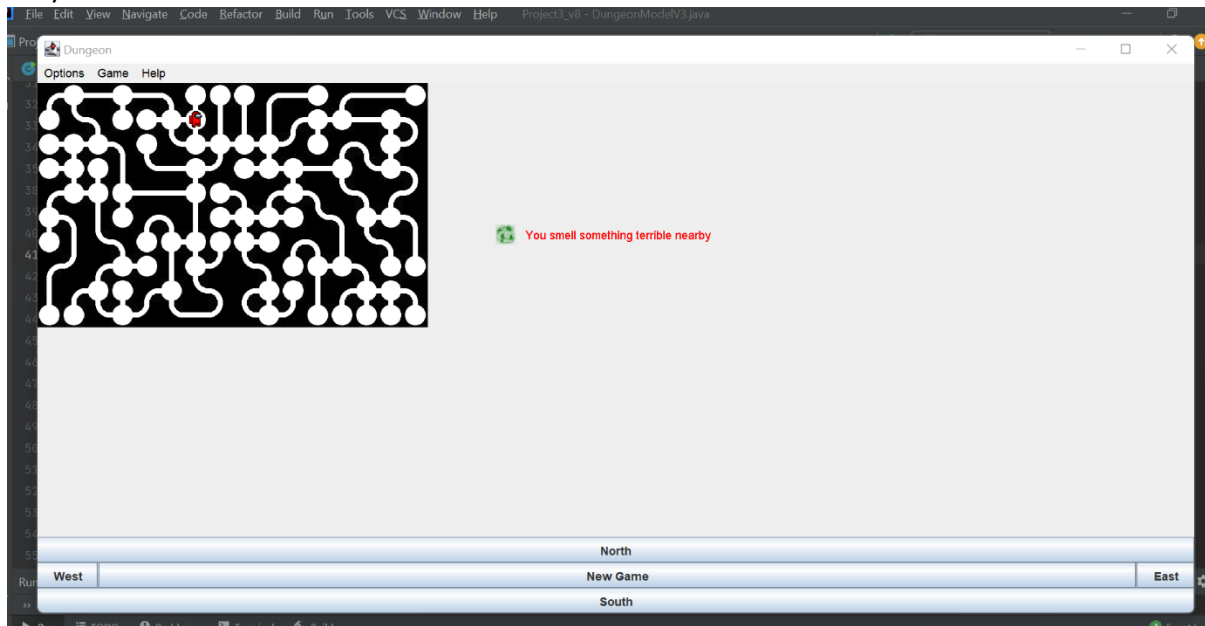
Instructions:



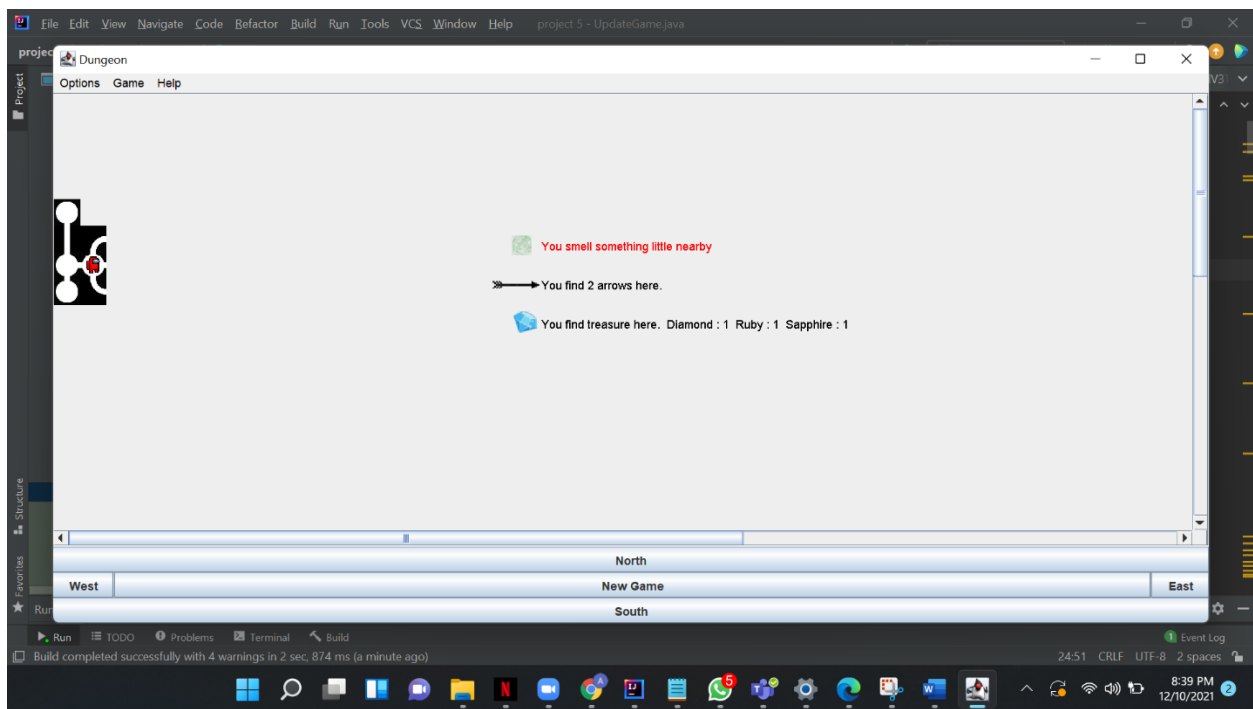
Player shooting and injuring otyugh



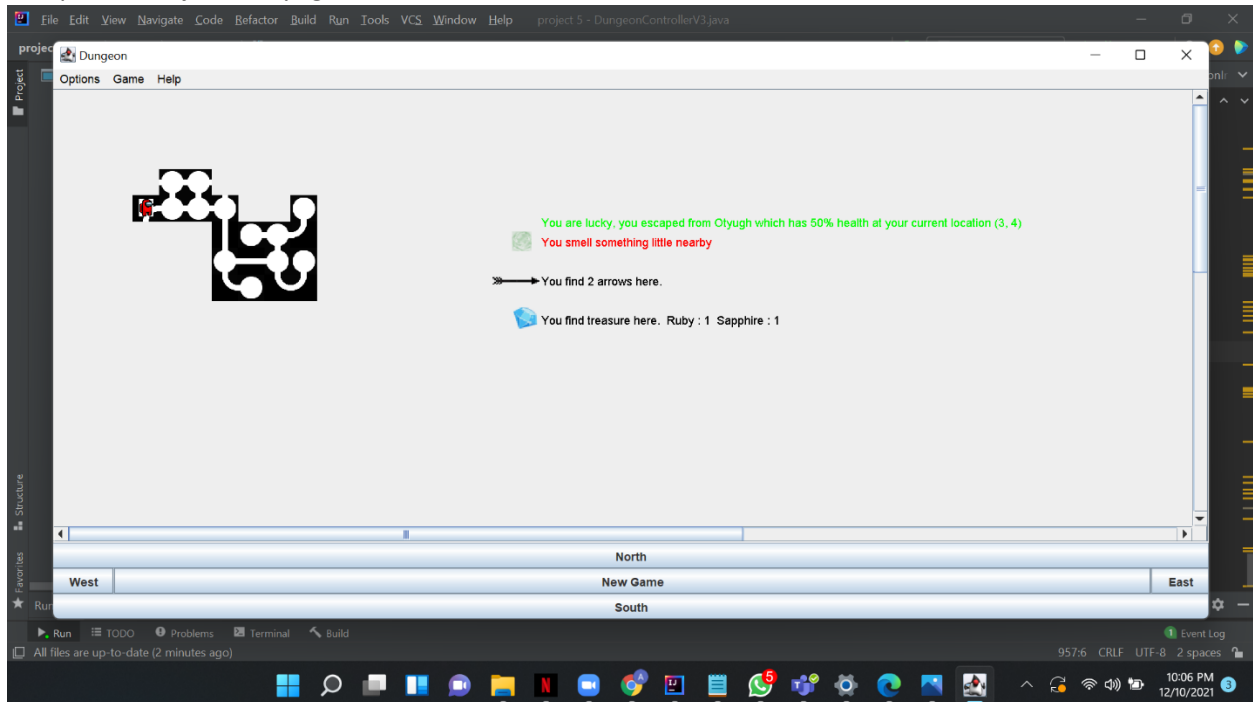
Fully Visible Maze :



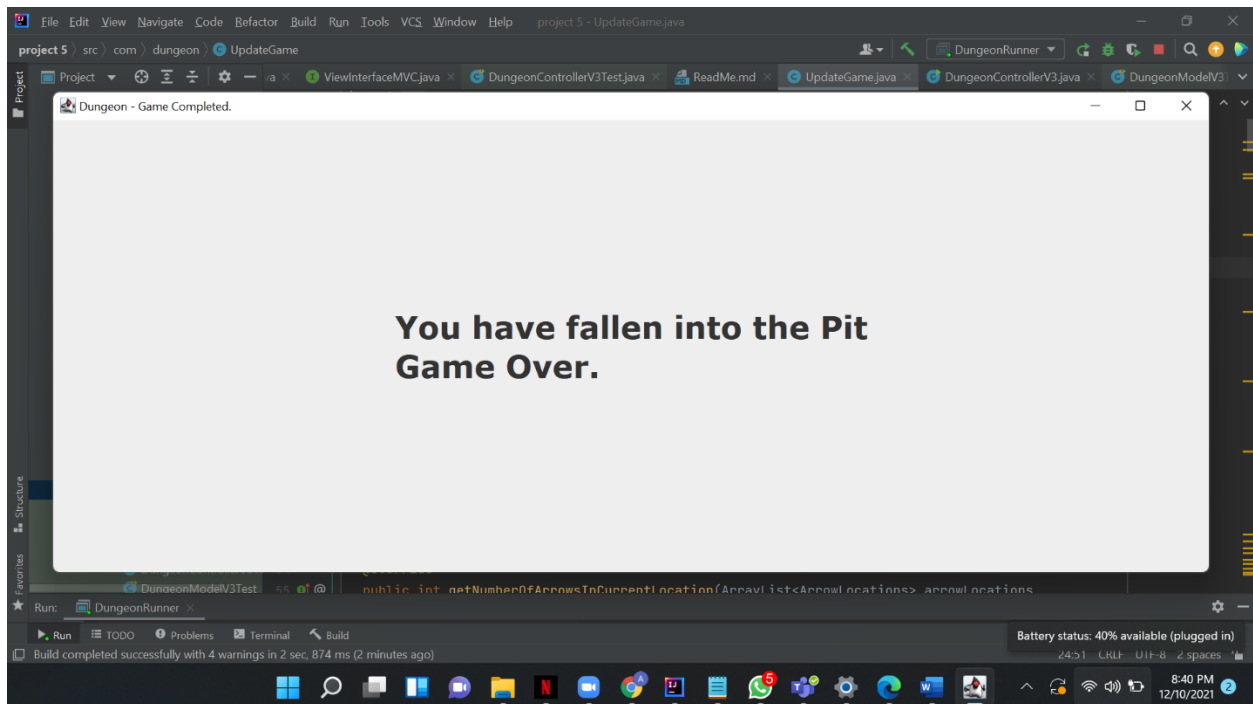
Find arrow and treasure:



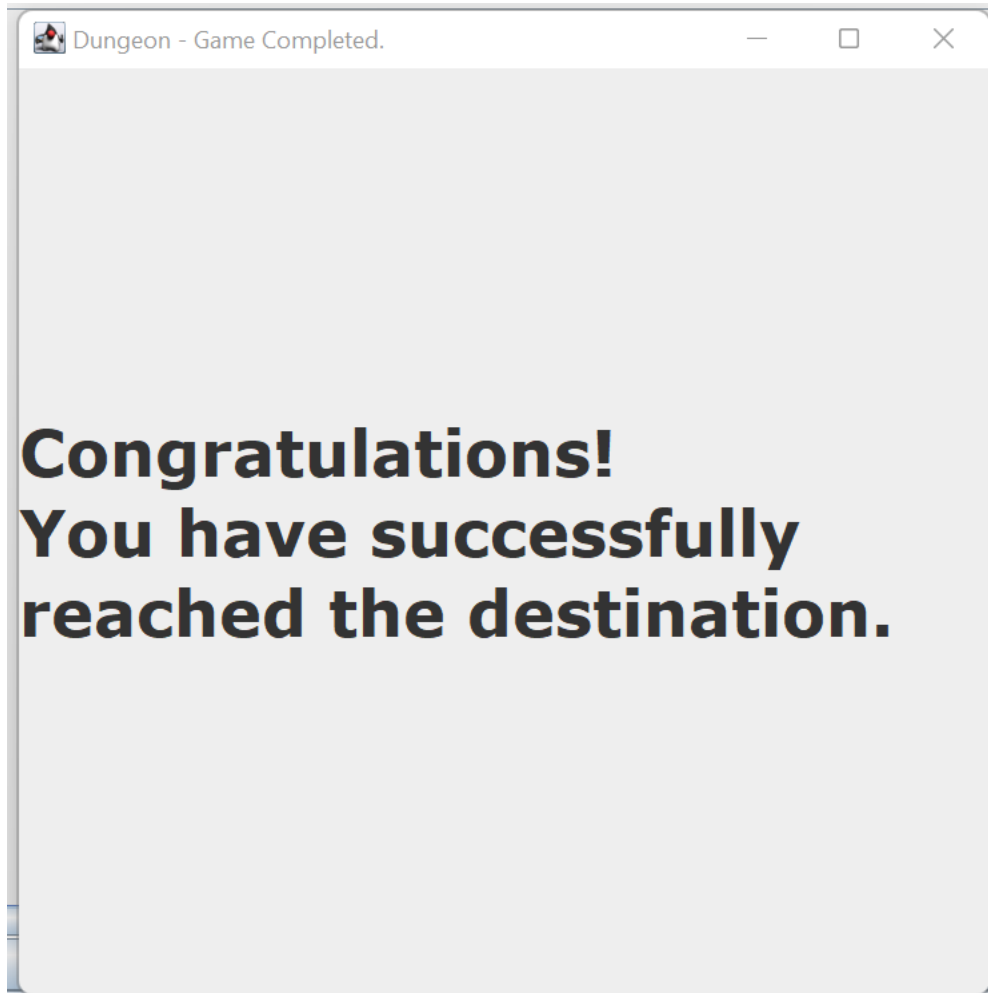
Escape from injured Otyugh:



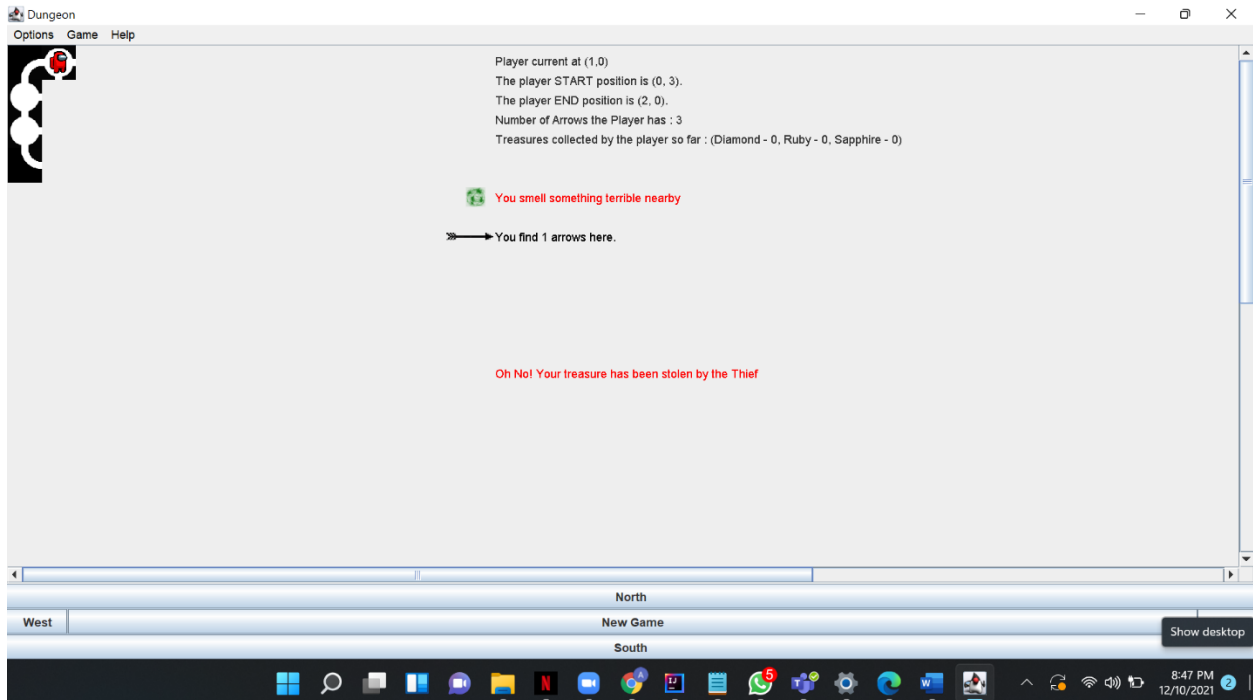
Dead by Pit



Game ended player wins :



Thief steals treasure:



Terrible Smell:

