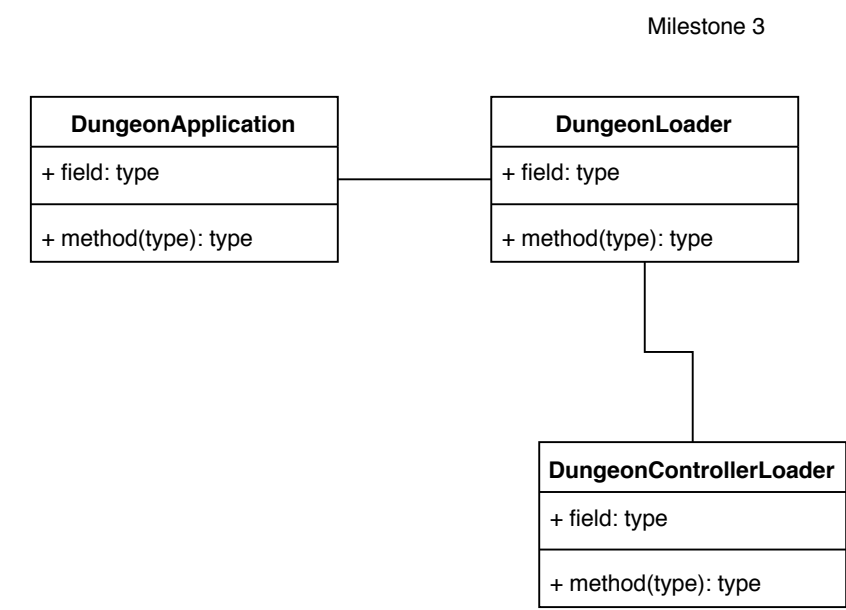
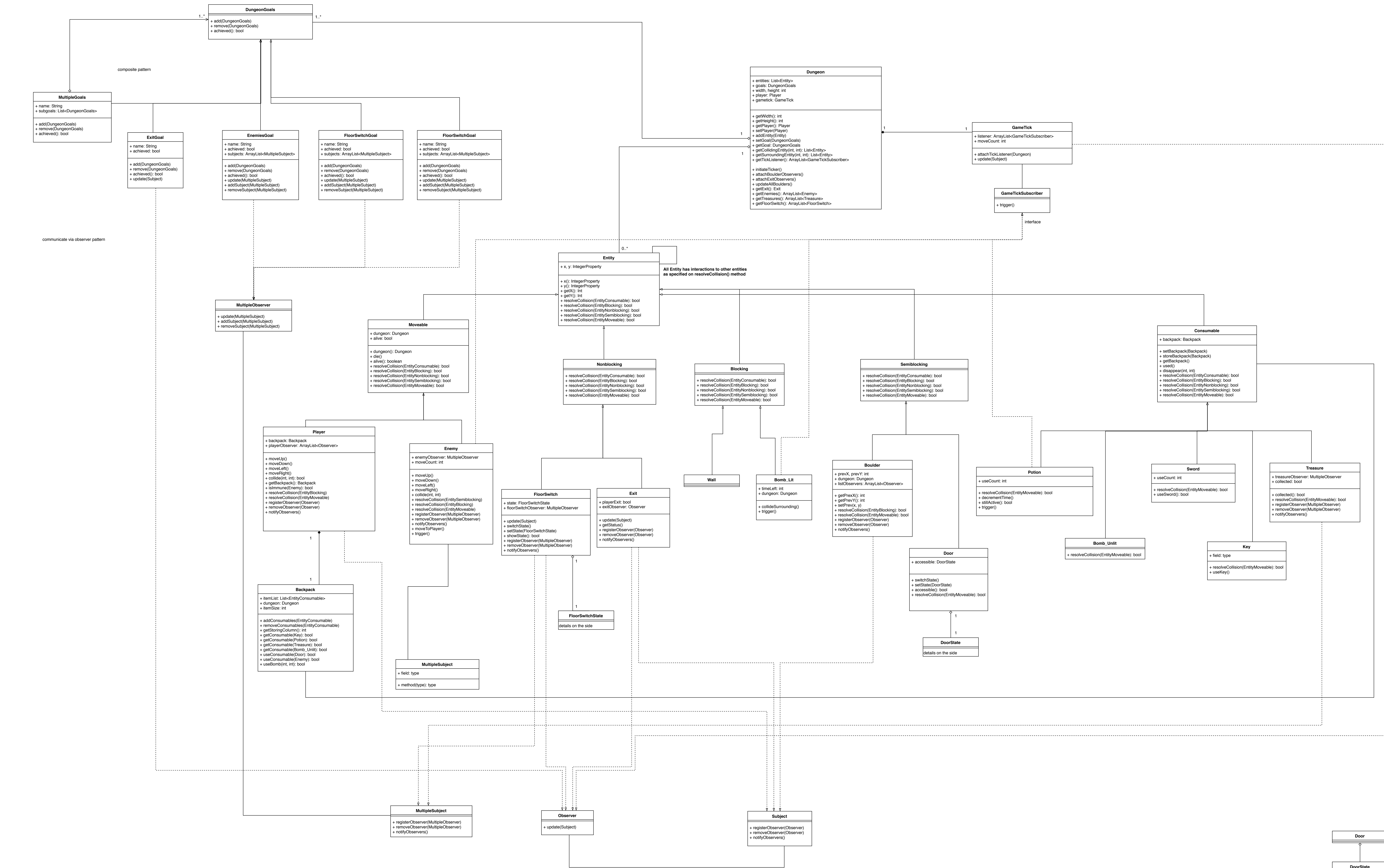


If all goals are satisfied or player is not alive anymore, Dungeon is done



Initially alive. If player is dead, then player will be observed by this class

