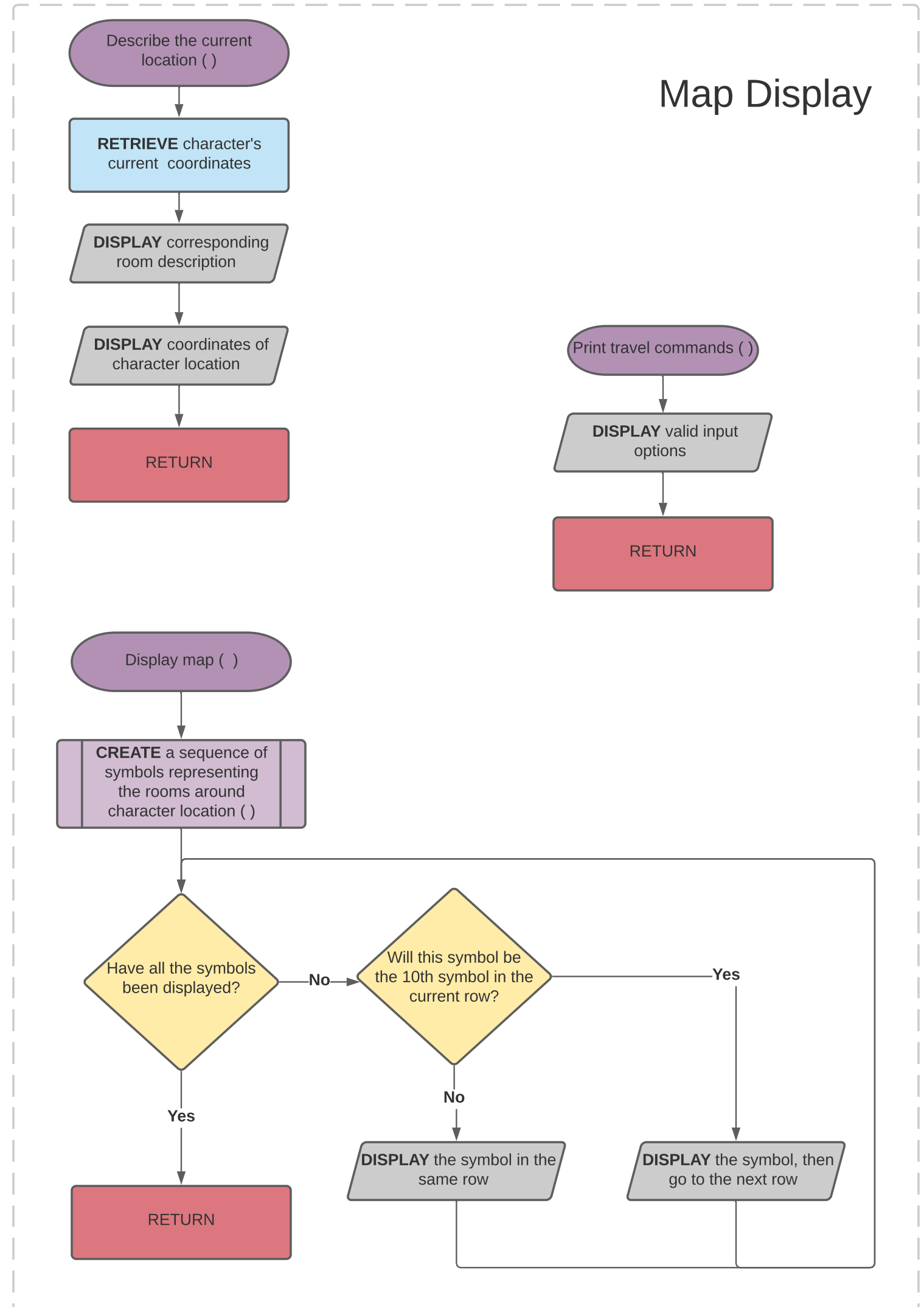
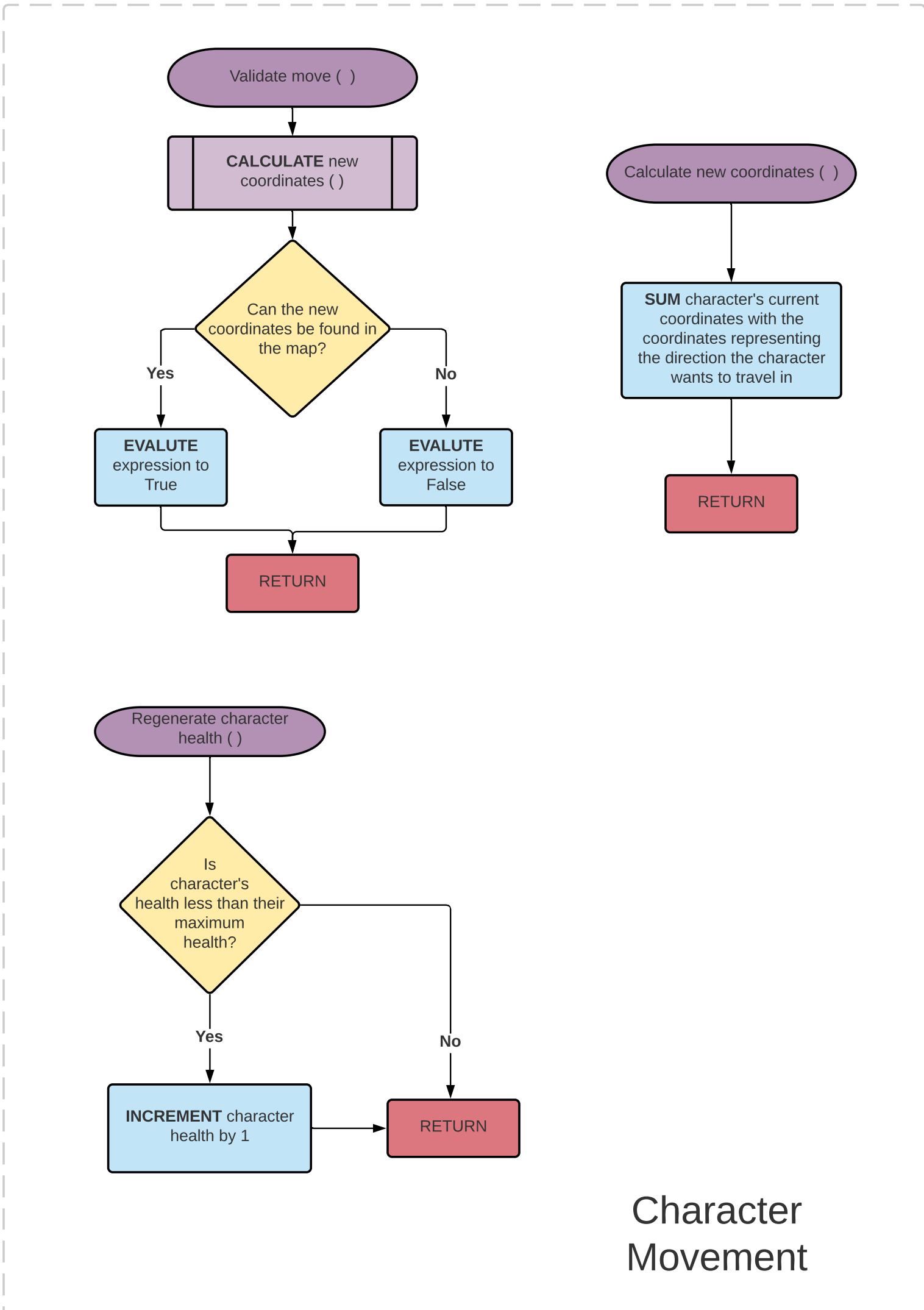


Main game function

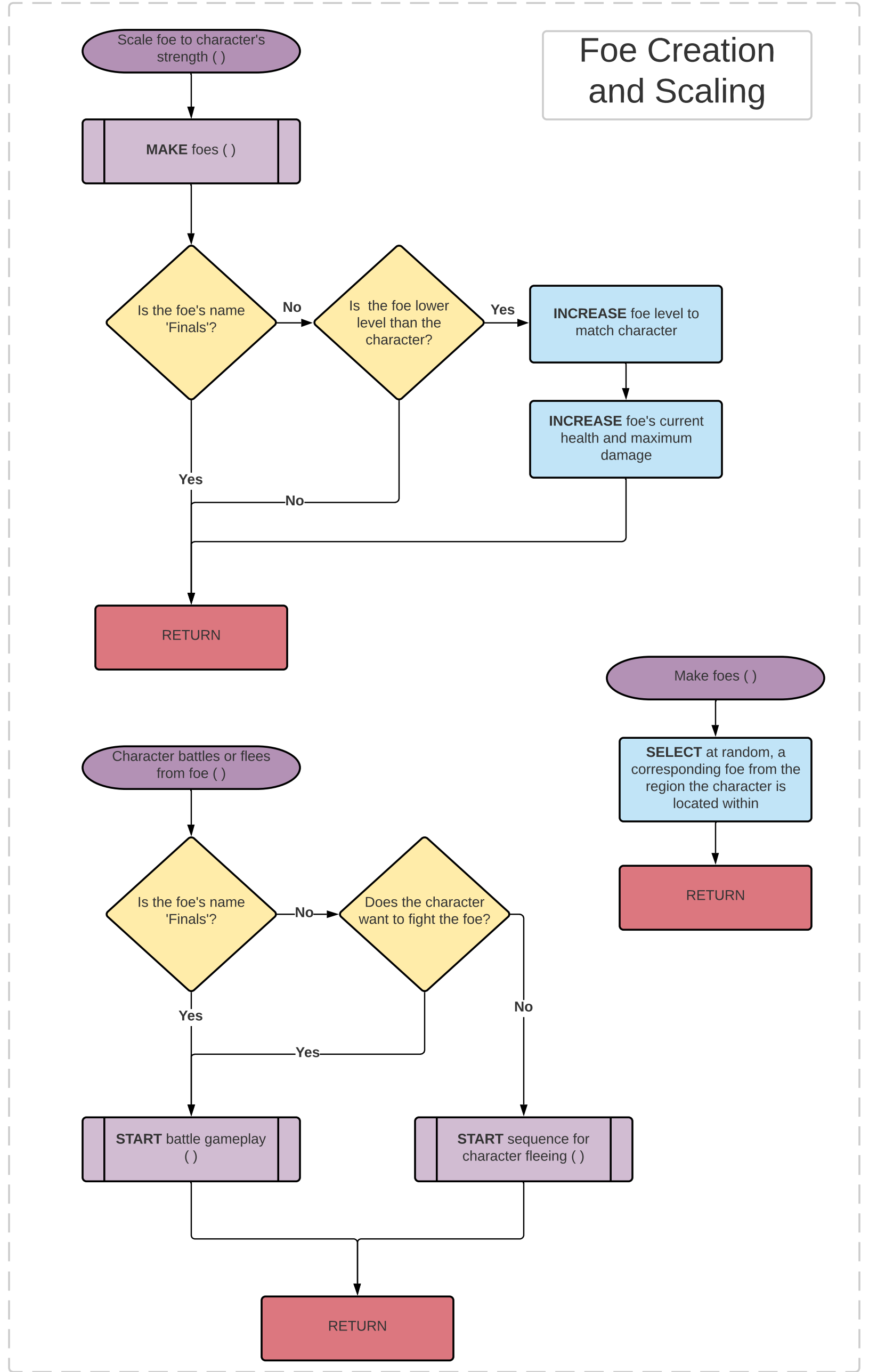
game.py



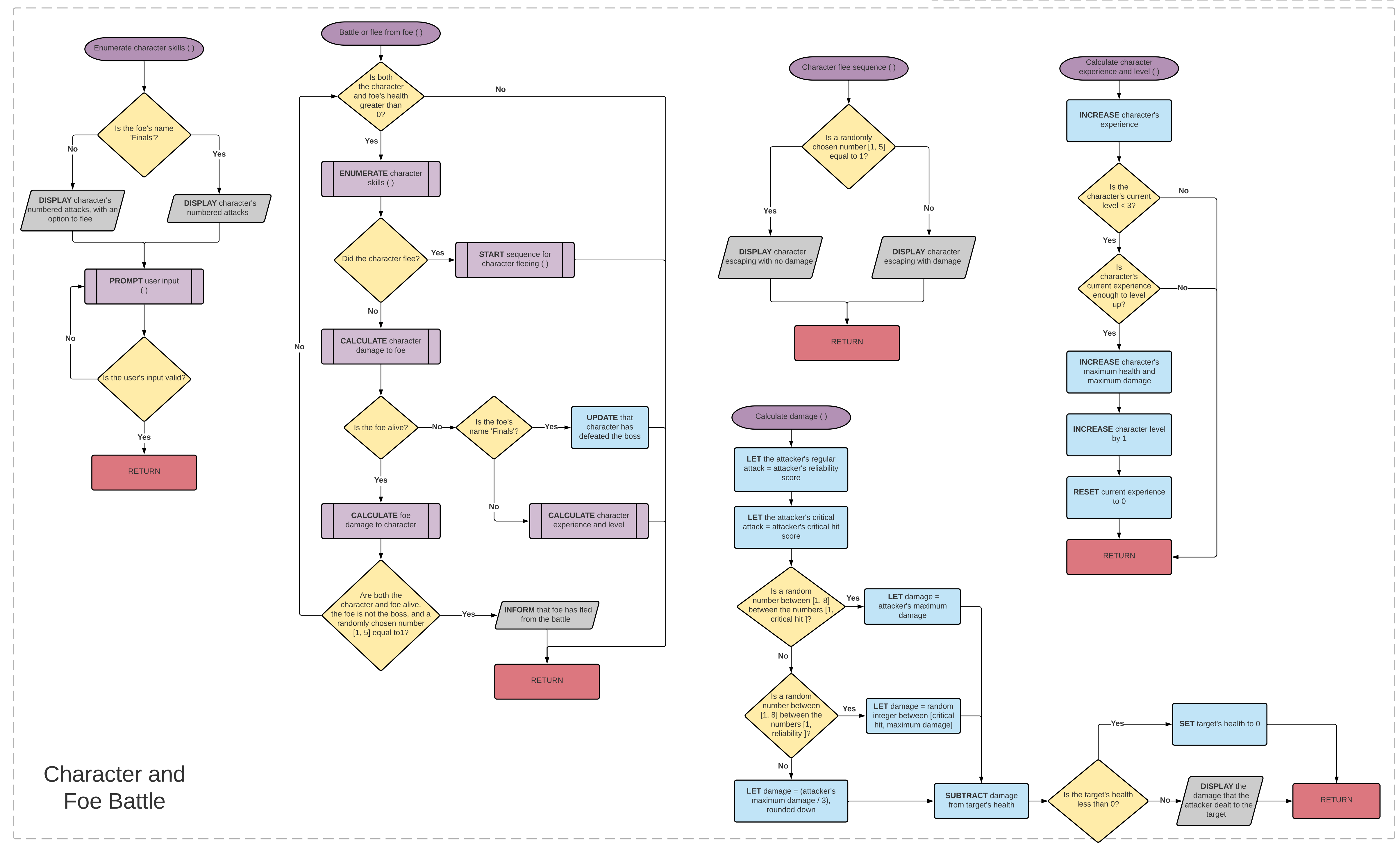
Map Display



Character Movement



Foe Creation and Scaling



Character and Foe Battle