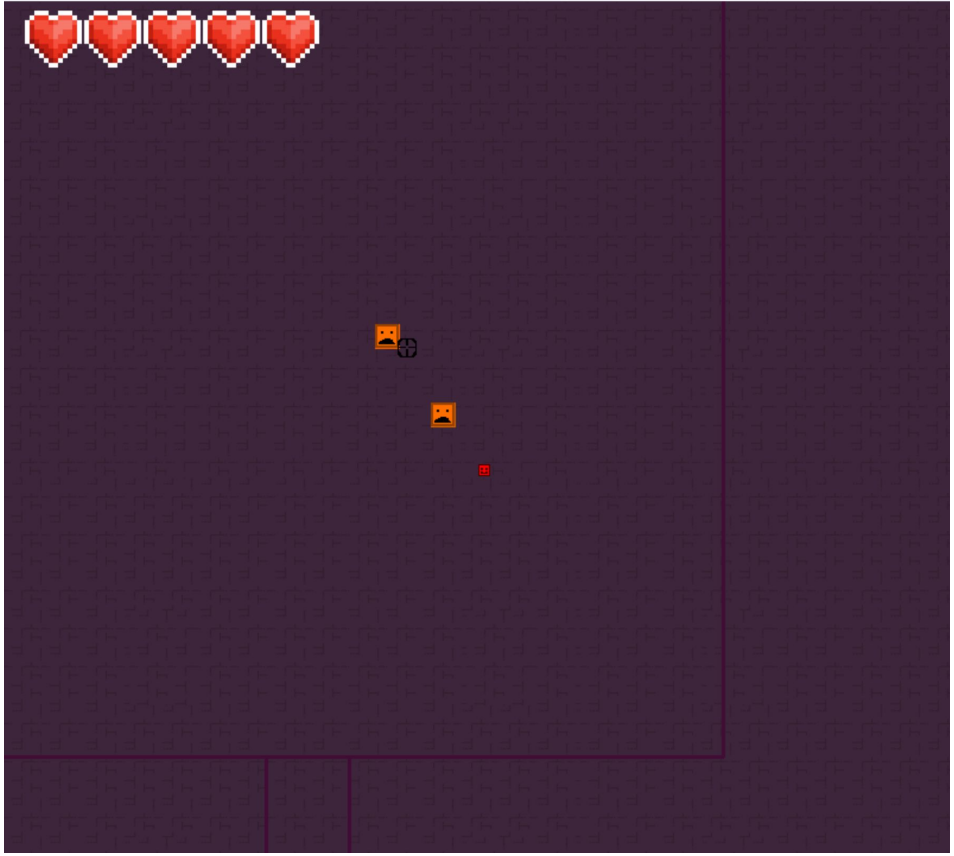
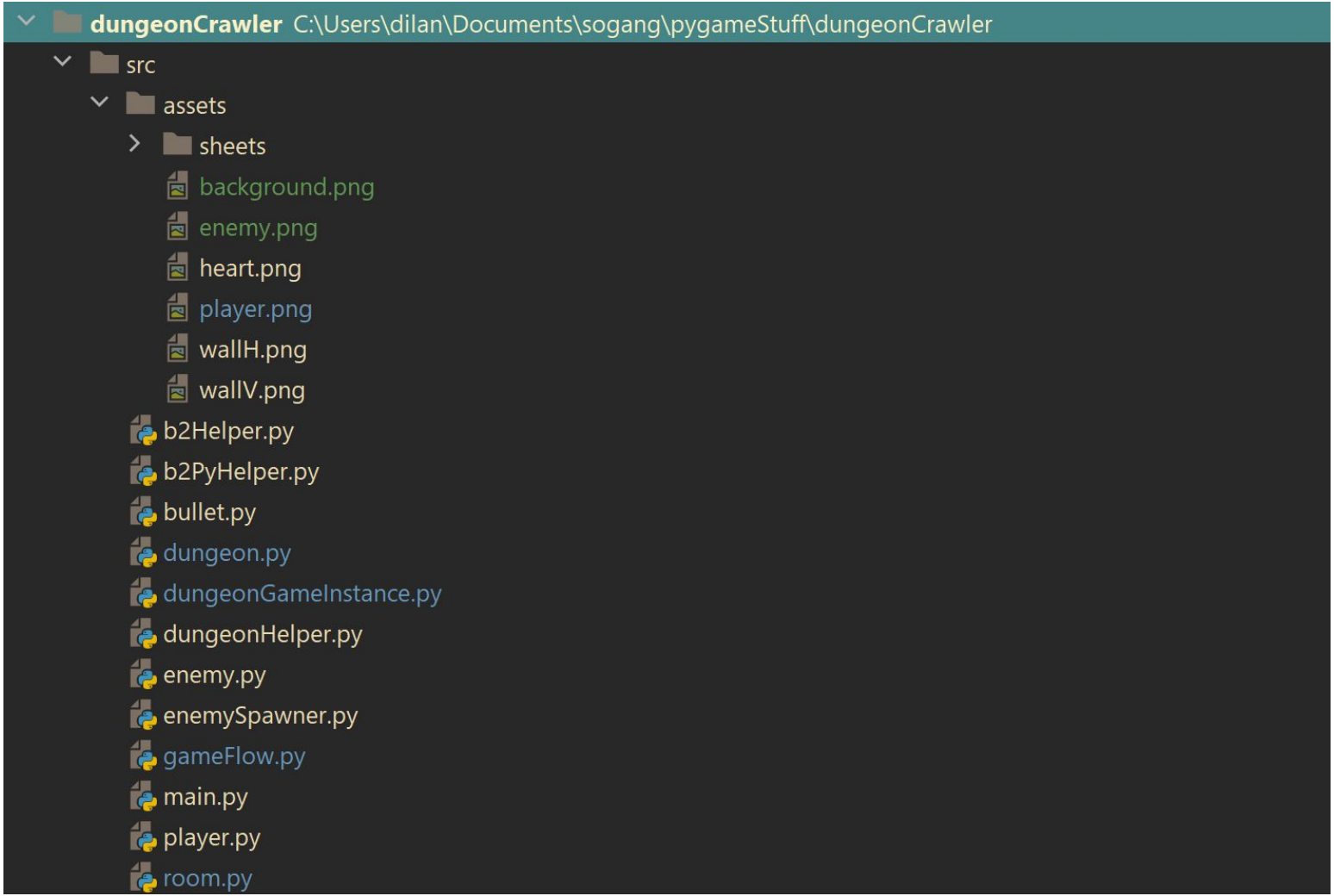
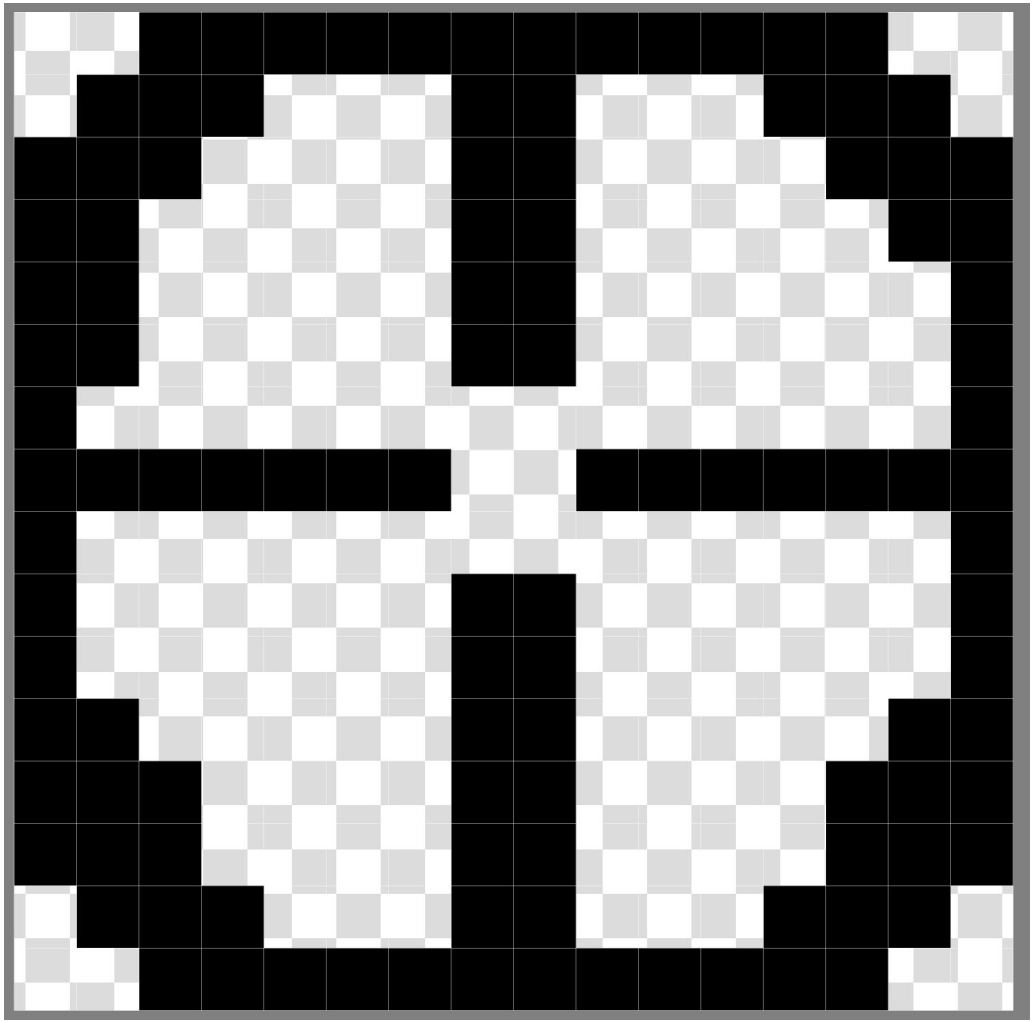
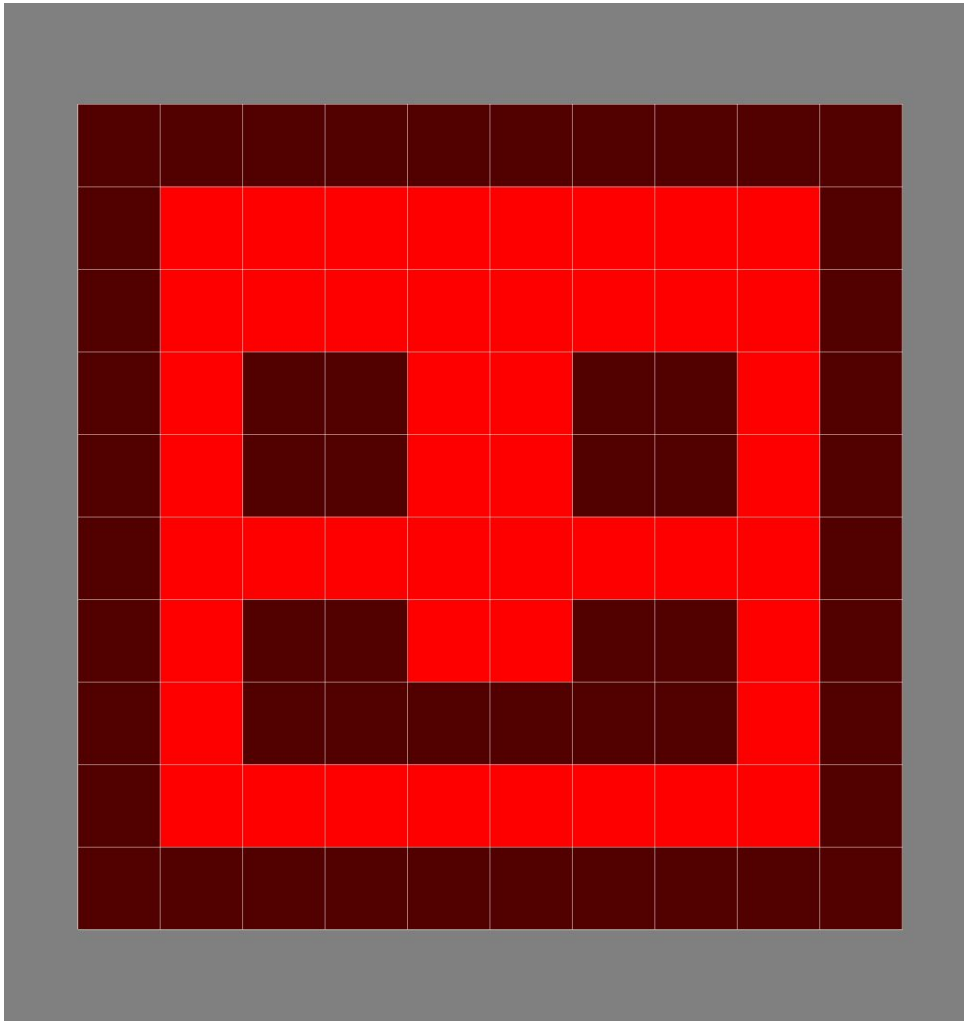
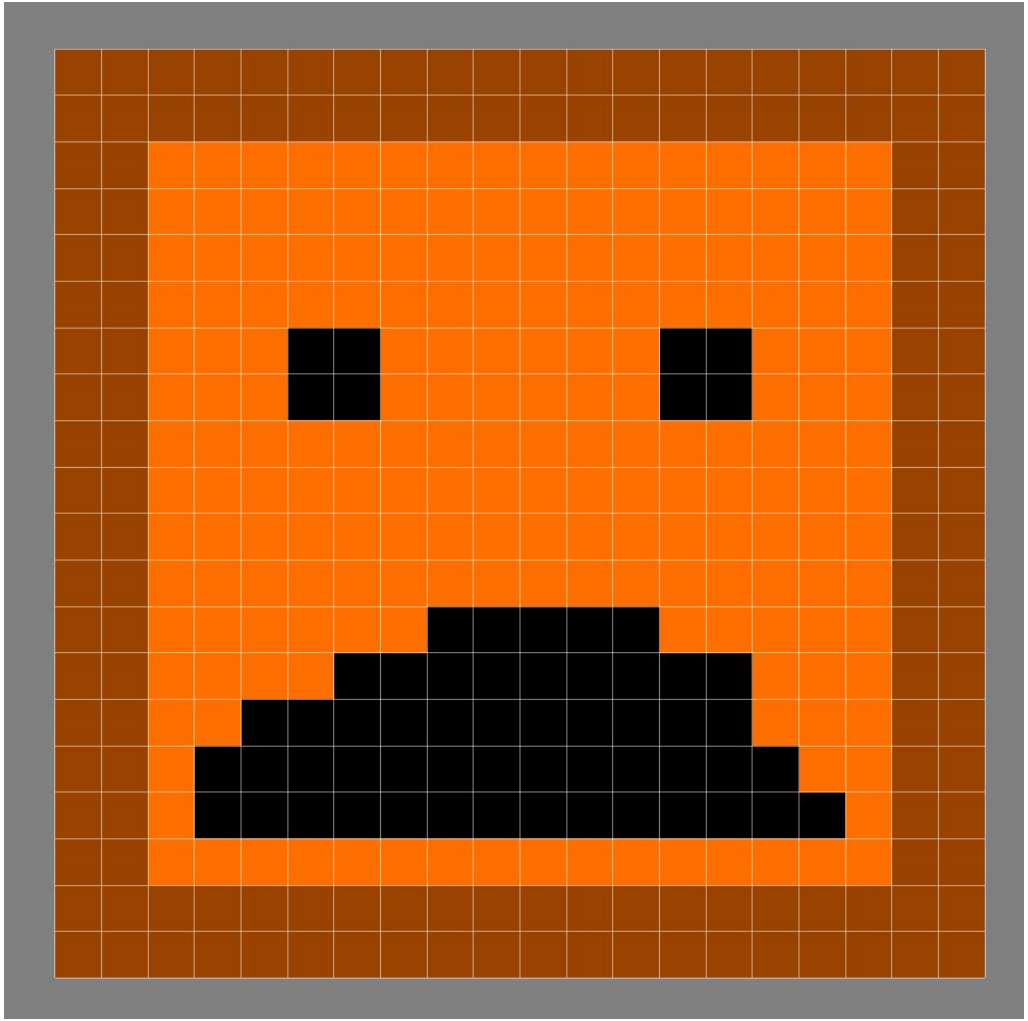


Dilano Emanuel Jermaine Doelwijt
Vrije Universiteit Amsterdam Computer Science

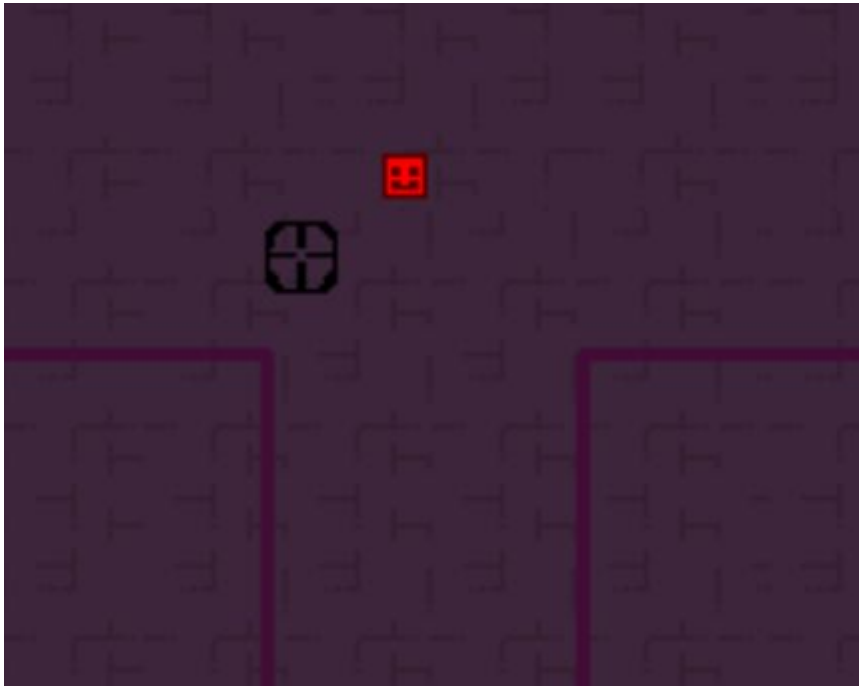

dungeonCrawler C:\Users\dilan\Documents\sogang\pygameStuff\dungeonCrawler
src
assets
sheets
background.png
enemy.png
heart.png
player.png
wallH.png
wallV.png
b2Helper.py
b2PyHelper.py
bullet.py
dungeon.py
dungeonGameInstance.py
dungeonHelper.py
enemy.py
enemySpawner.py
gameFlow.py
main.py
player.py
room.py



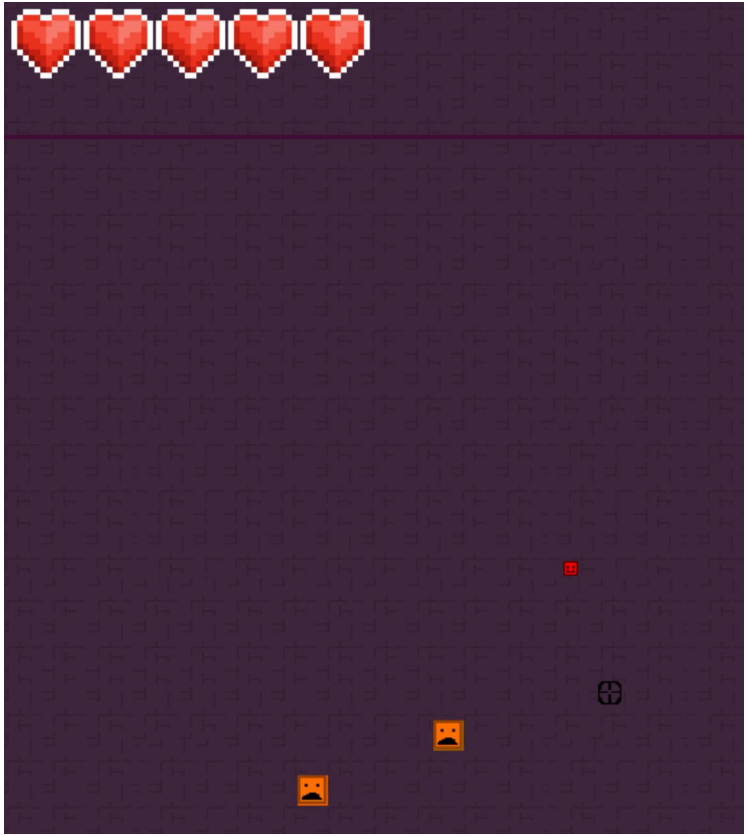


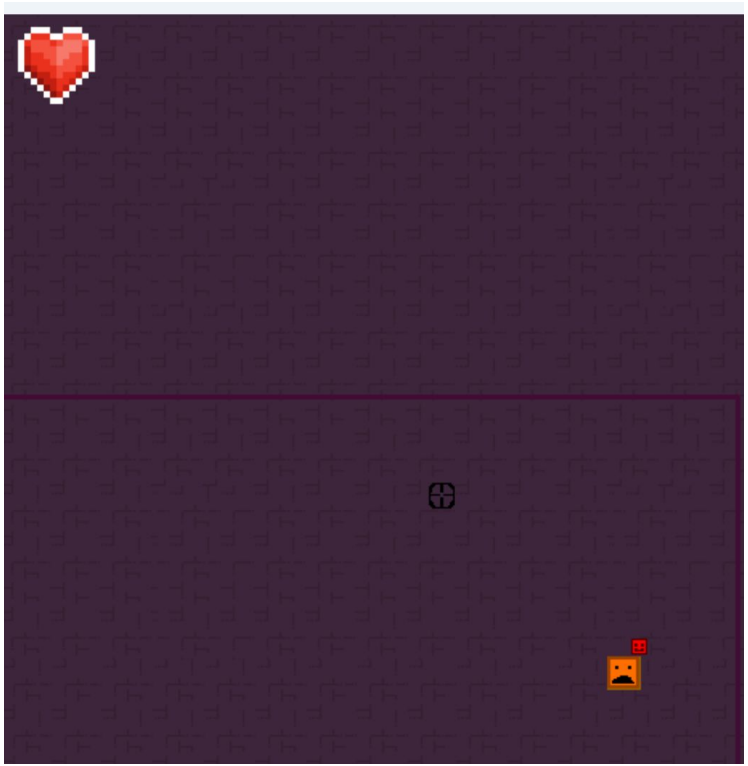


Doors are closed while there are enemies

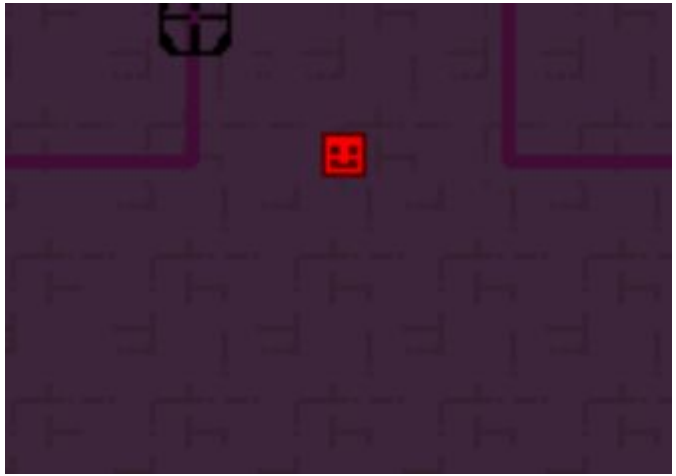


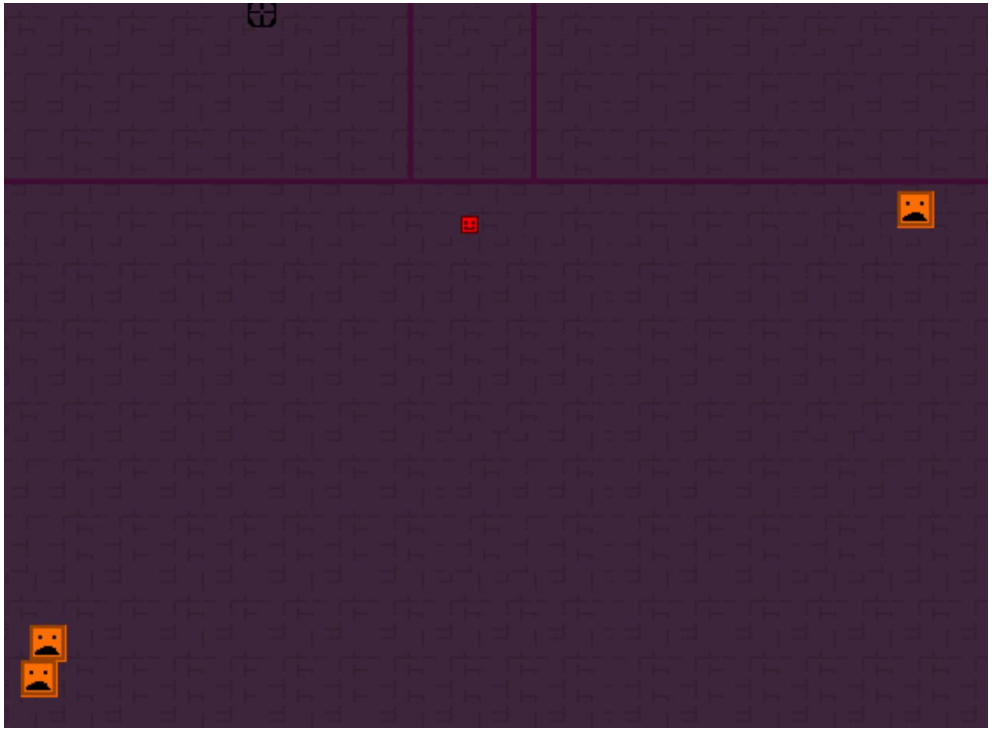
Door open when all enemies in the room have been killed



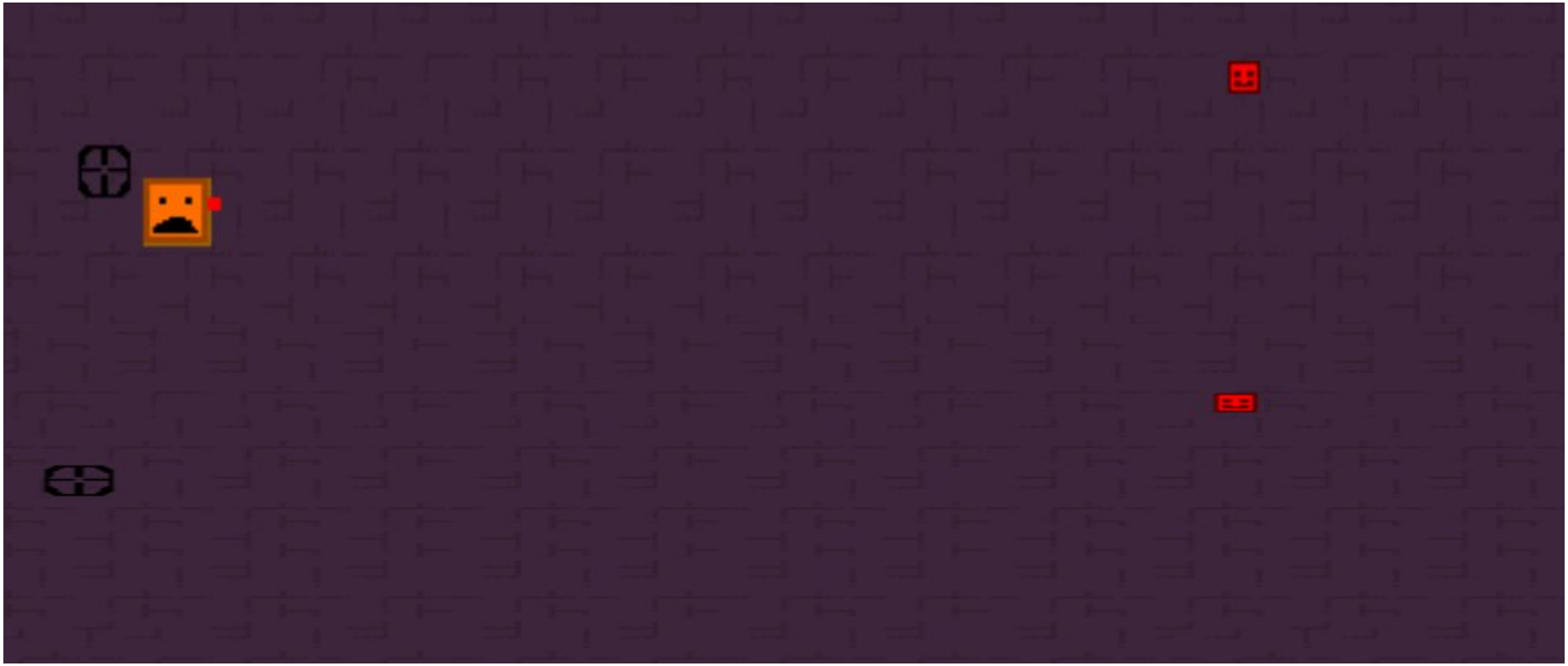


Touching enemies damages you





Door close and enemies spawn when you enter a new room



Shoot enemies to kill them