WARRIOR'S ODYSSEY!

| Name | Node (5pts) | Category (5pts) | Role(5pts) |
|---|---|---|---|
| | erBody2D | Node2D | Responsible for the player character movement, physics system, texture and other more functions |
| | | Con | ox and side it. |
| | | Nod | on where n be hit. |
| 4. quit | Button | Con | s the roposed |
| 5. boss | AudioStreamPlayer | Node | Plays a background music when the player enters the enemy's detection area |

Signature for: Matthew Bides
Click to sign

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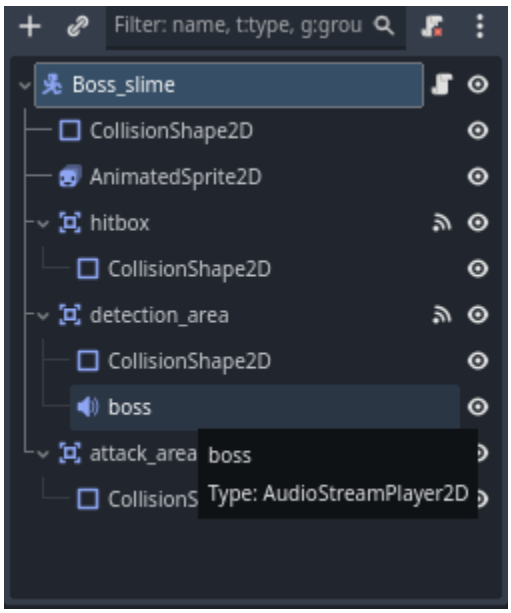
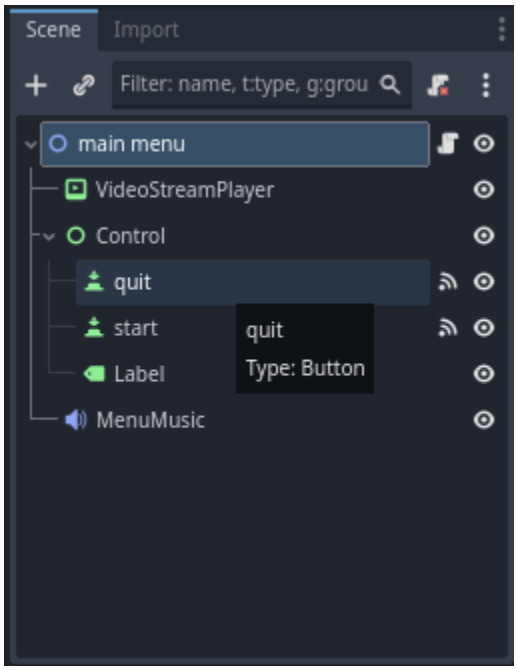
Click to sign

Provide a screen shot of your scene tree for reference. **No Screenshot will get zero.**

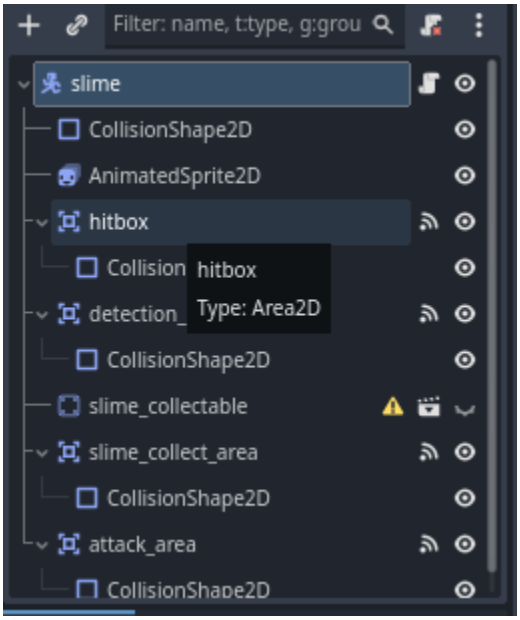
boss_slime Scene



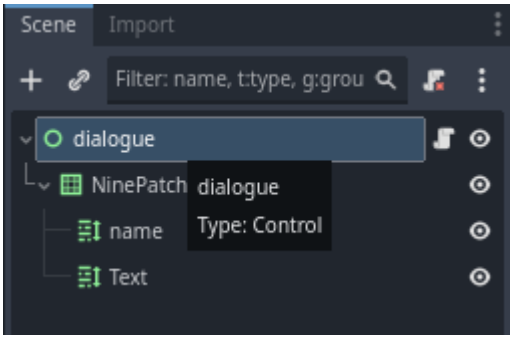

main_menu Scene

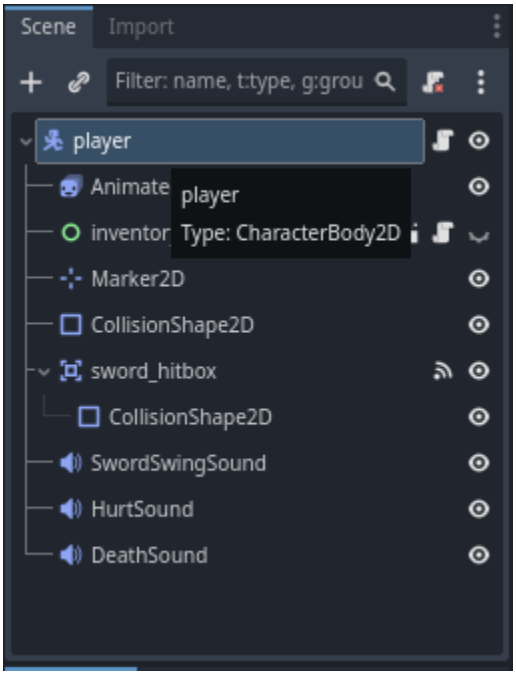


Slime Scene




dialogue Scene




player Scene