
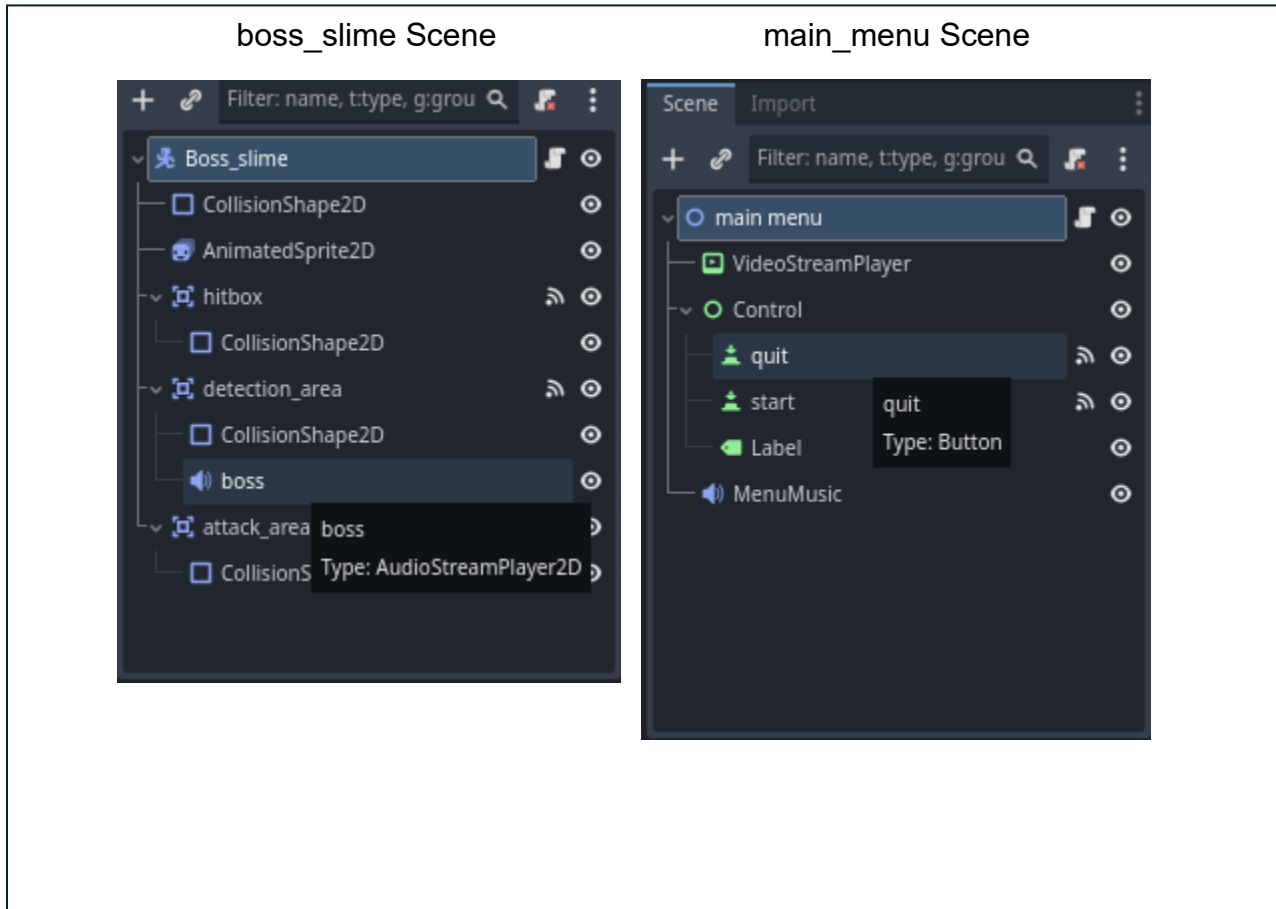


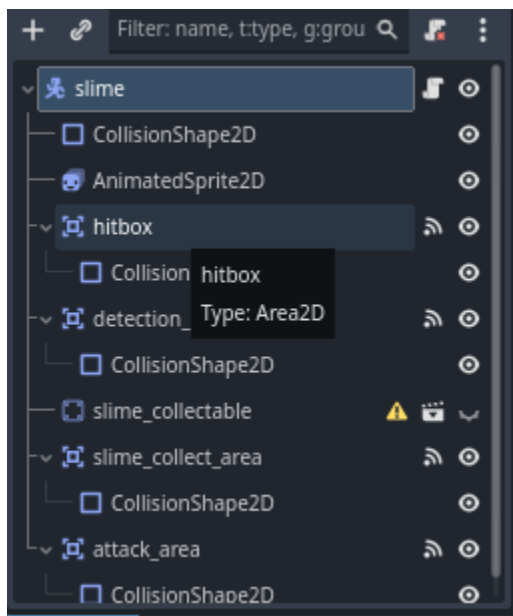
# WARRIOR'S ODYSSEY!

Name	Node (5pts)	Category (5pts)	Role(5pts)
<div> <div>  <p>Signature for: Matthew Bides Click to sign</p> <p>Date: 8/14/2025 Time: 04:05 AM</p> </div> <div>4. quit Button</div> </div>	erBody2D	Node2D	Responsible for the player character movement, physics system, texture and other more functions.
		Con	Box and side it.
		Node	on where n be hit.
		Con	s the proposed
5. boss	AudioStreamPlayer	Node	Plays a background music when the player enters the enemy's detection area

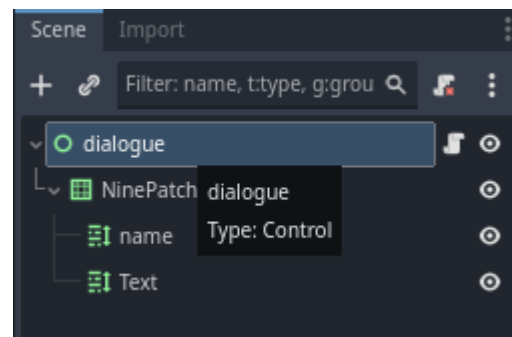
Provide a screen shot of your scene tree for reference. **No Screenshot will get zero.**



Slime Scene



dialogue Scene



player Scene

