

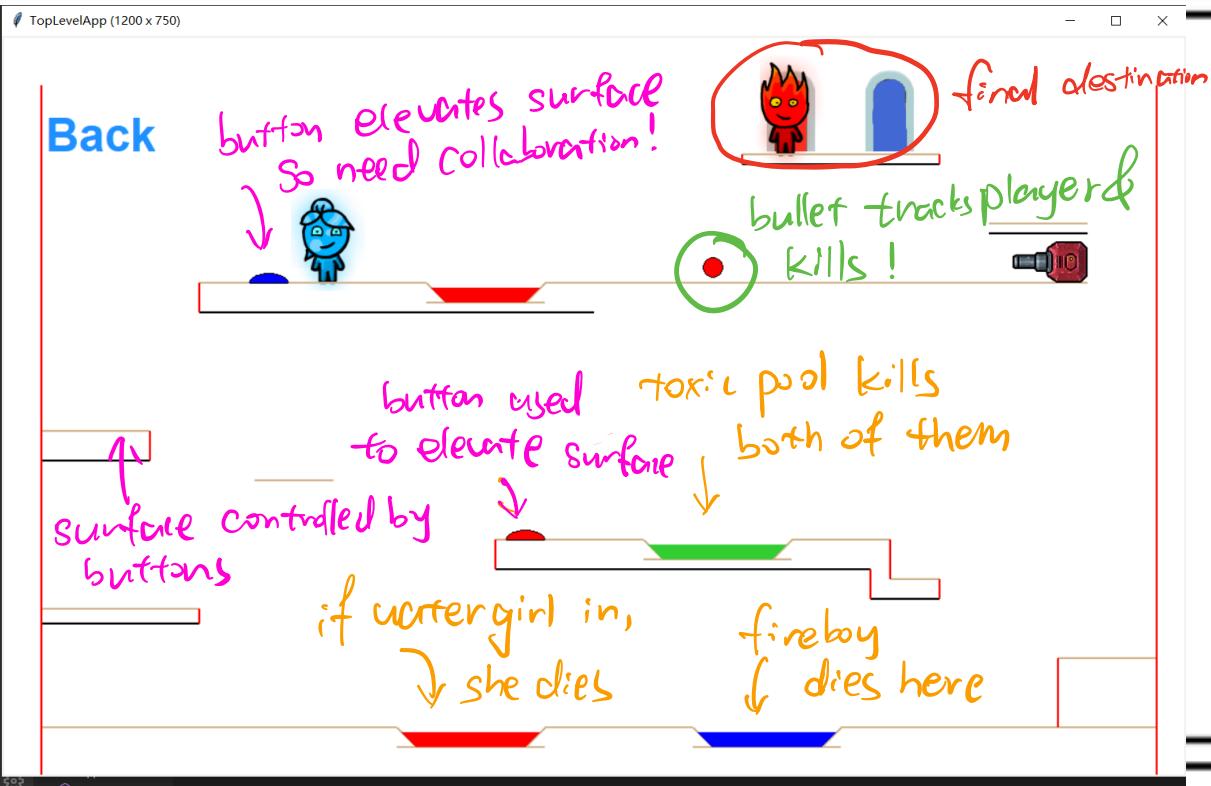
Scene:



Scene:

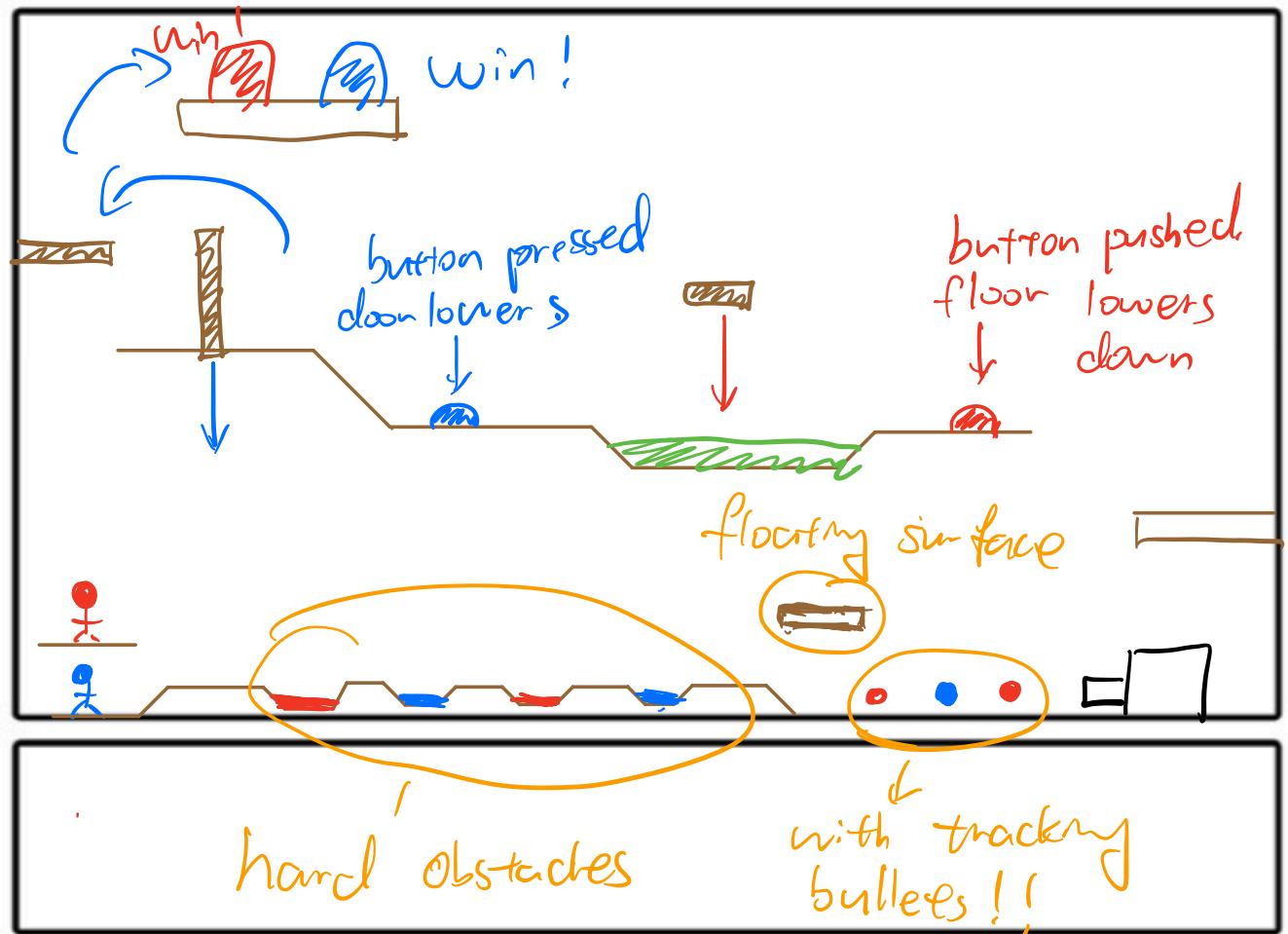


Scene:



Screen shot of what I already have

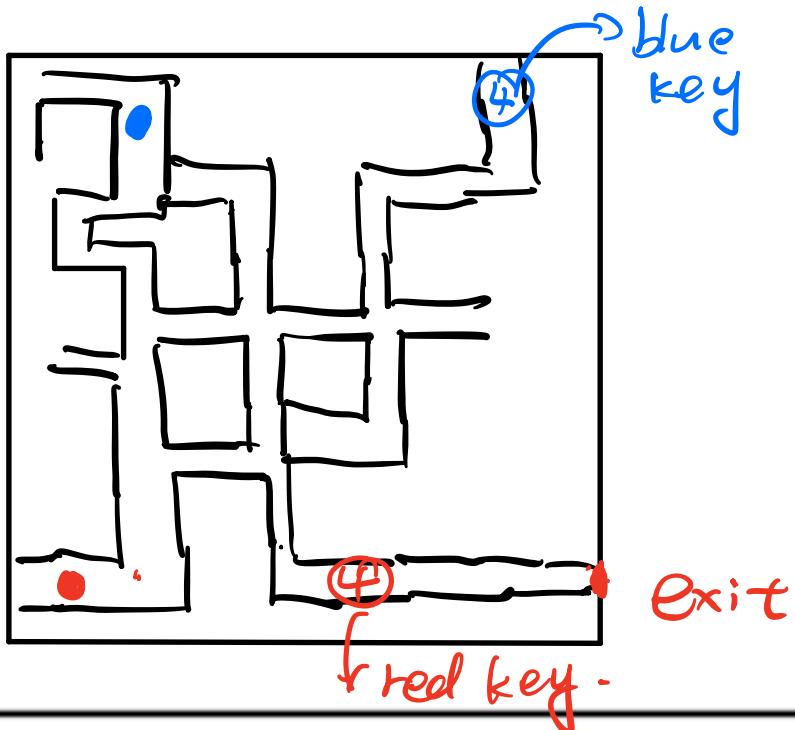
Scene: Normal Mode Level 2: To be done



Scene: Compete Mode.

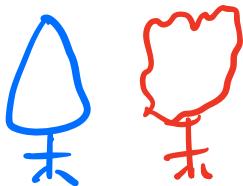
Two players collect key & open the door.

first out wins!



- Map randomly generated w/ path suggestion.

Scene: Unique Features:



characters: w/
detected spritesheet

