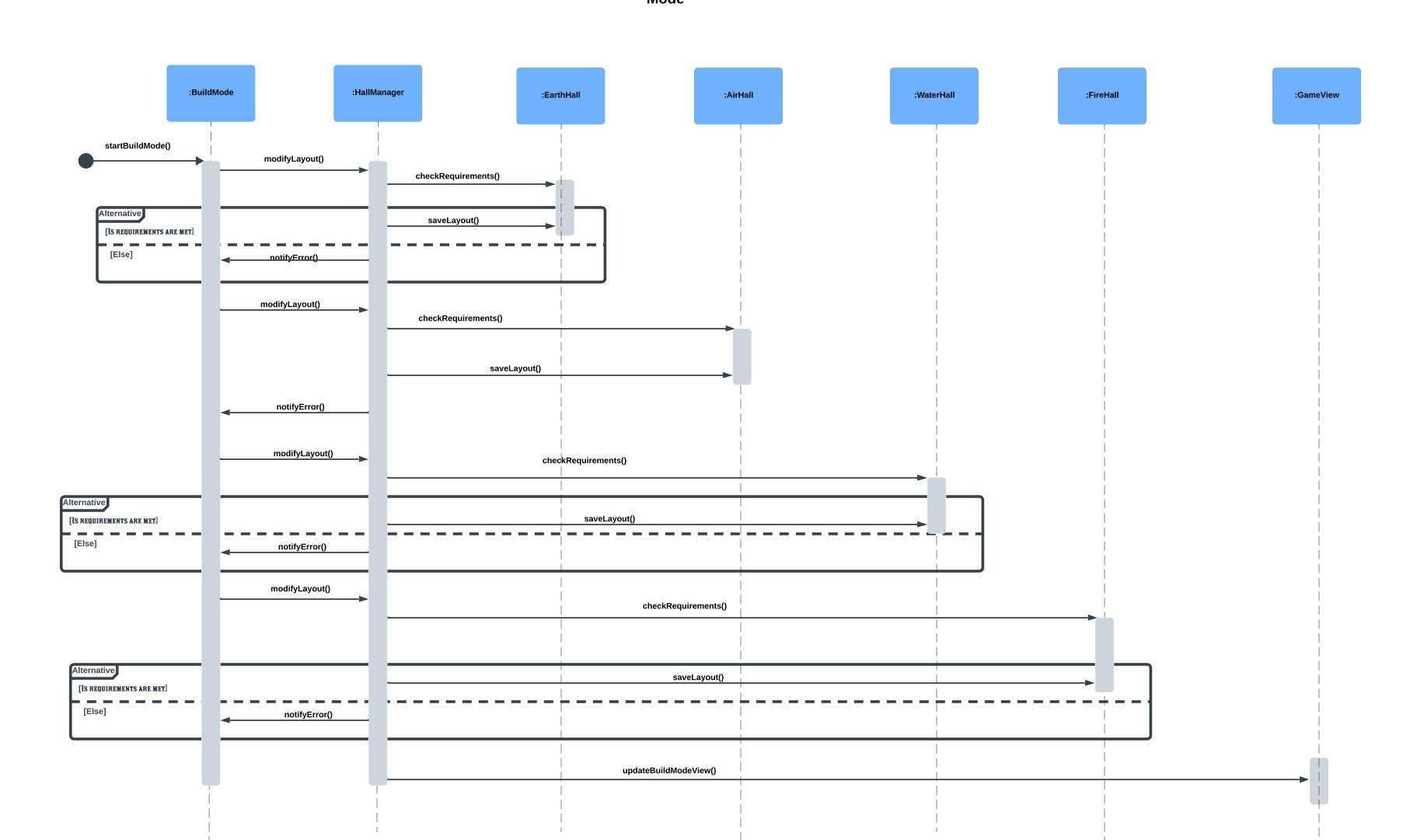
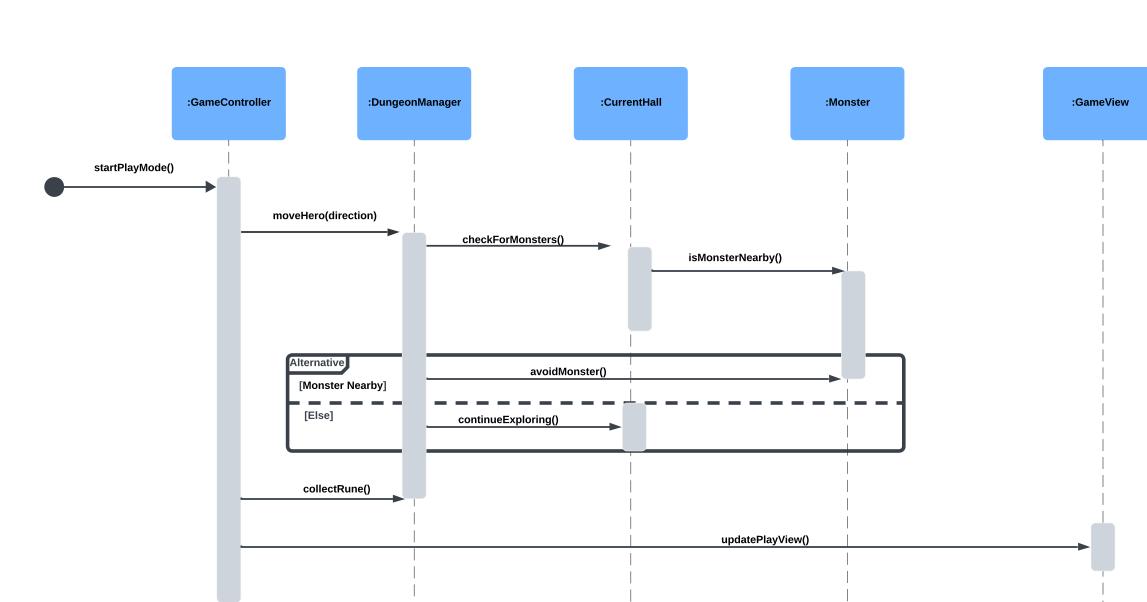
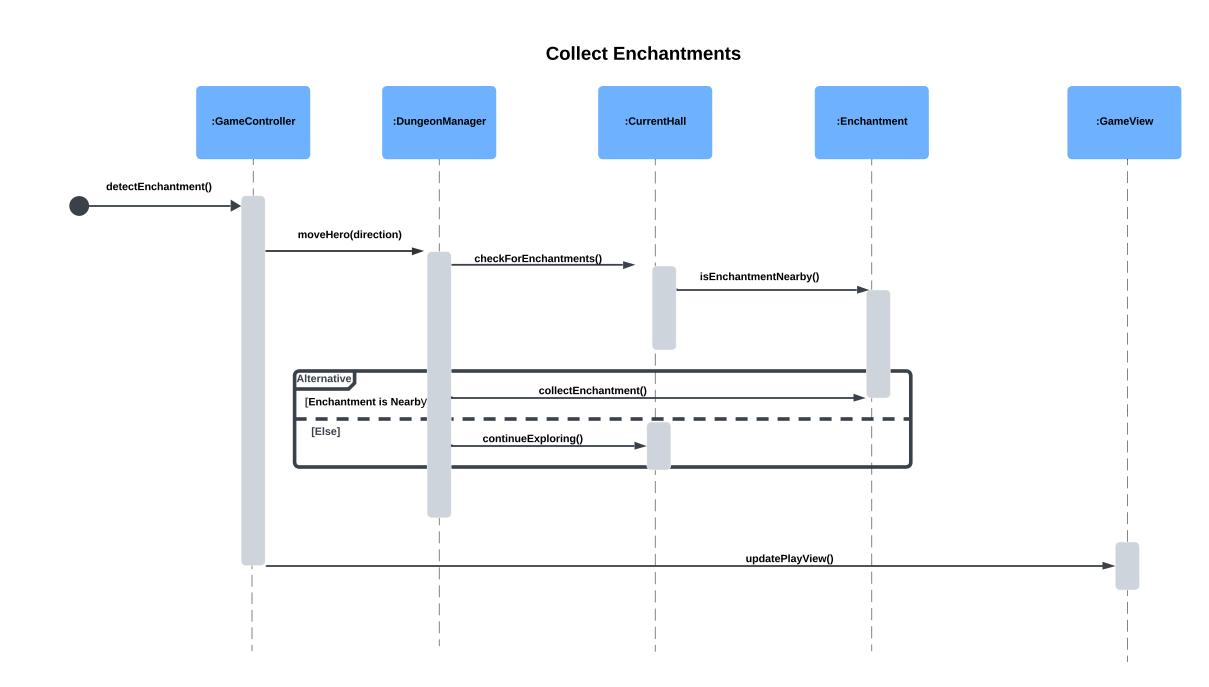


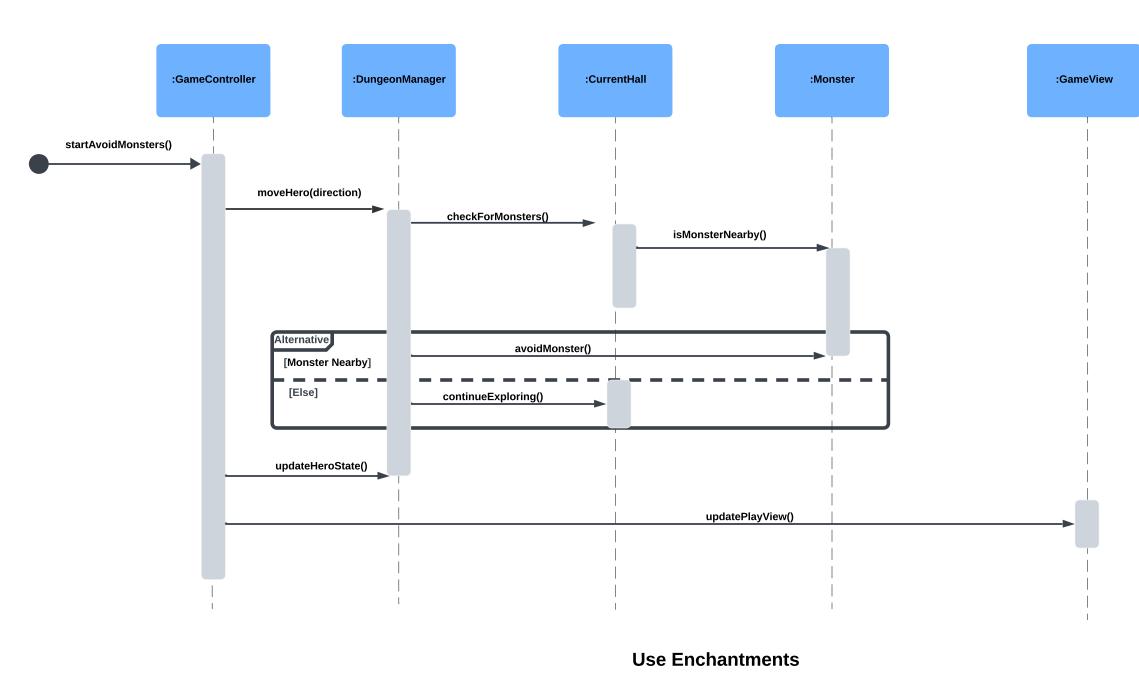
## Designing a Hall in Build Mode



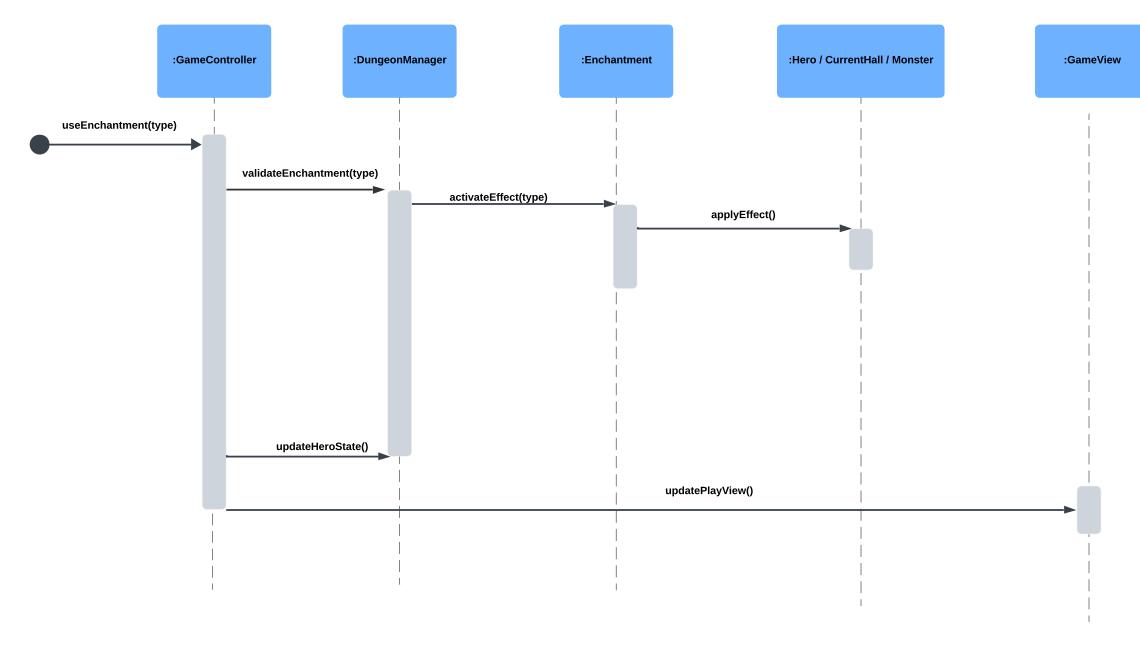
## Explore the Dungeon (Play Mode)





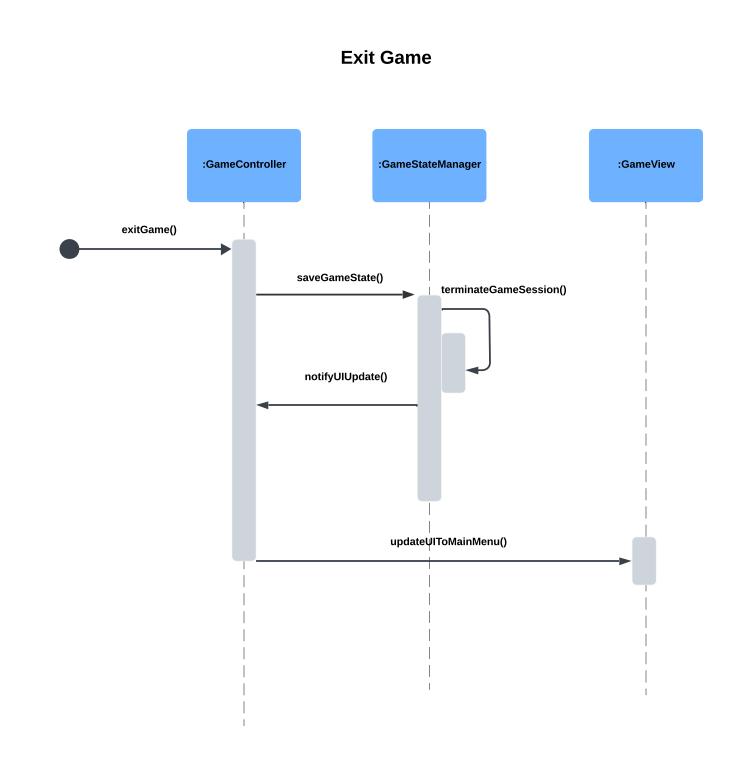


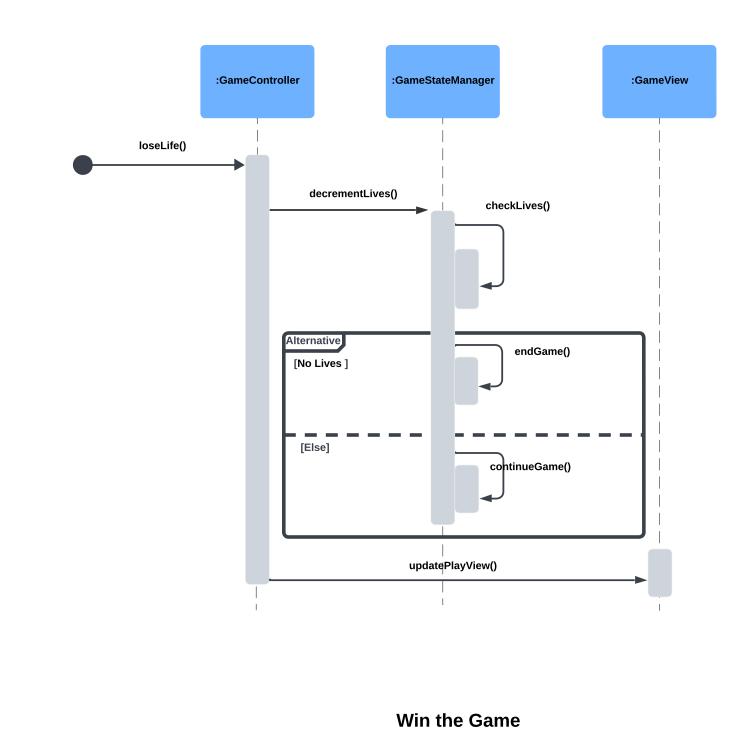
**Avoid Monsters** 



Pause/Resume Game

## checkCurrentState() updateState(isPaused) updatePauseButton()





**Lose All Lives** 

