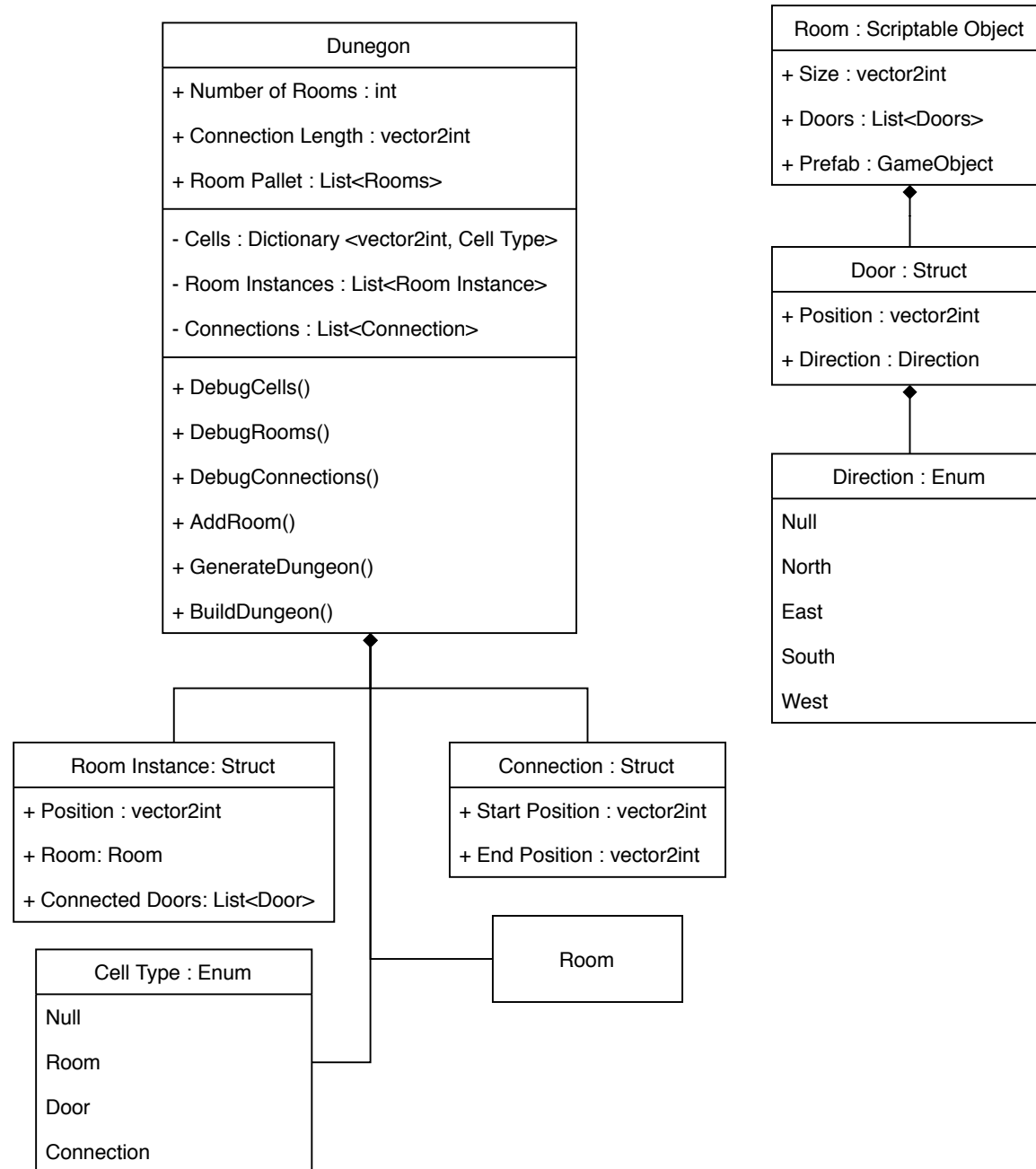
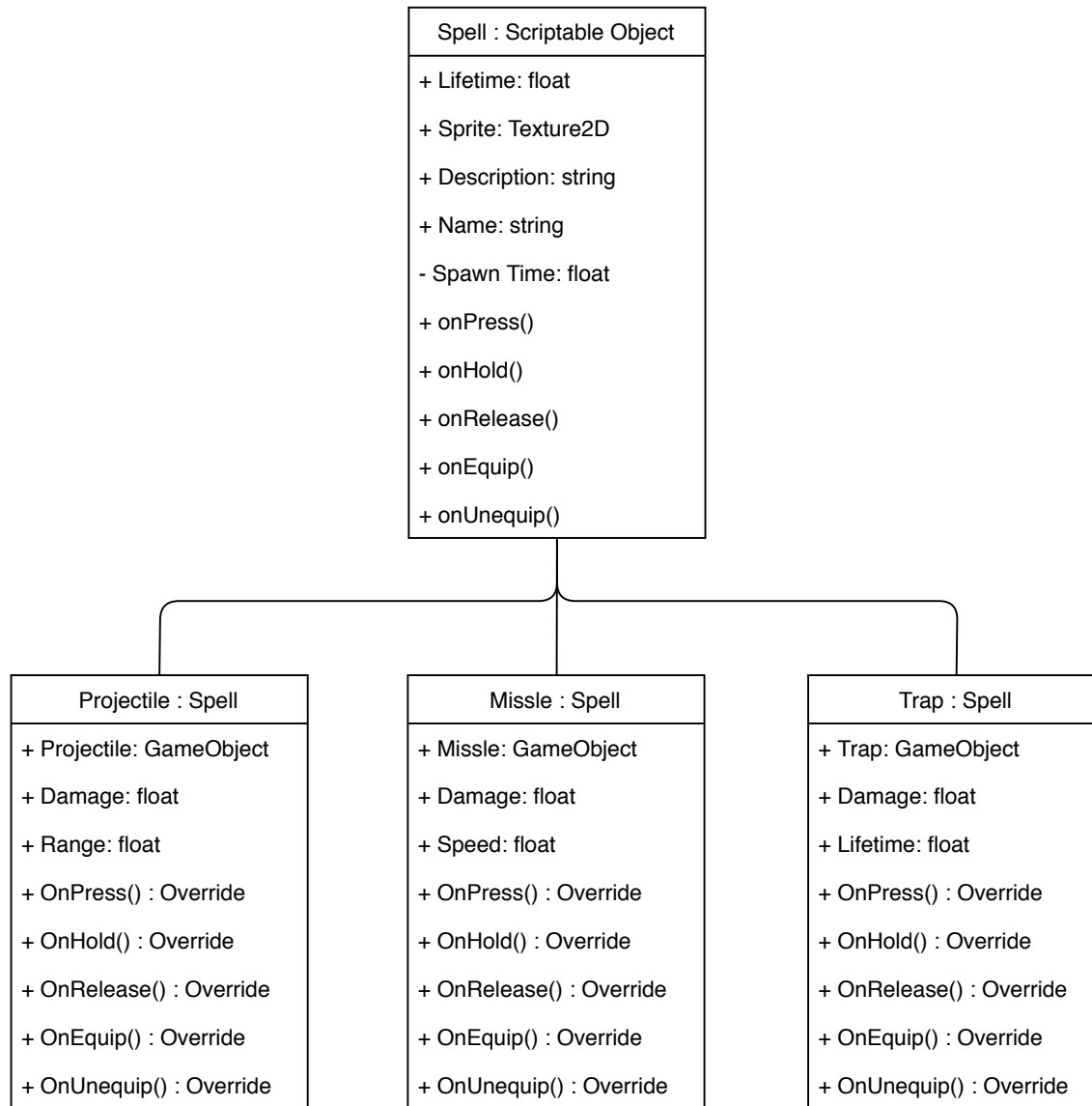


# Dungeon Class UML



# Spell Class UML



# Enemy Class UML

