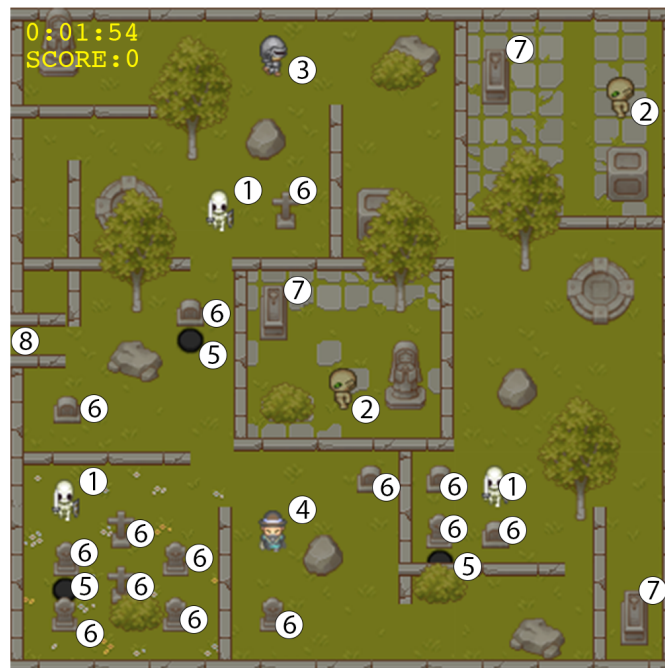


CMPT 276 Phase 1 Mockup Design

Marked Up Mockup

Each number in the illustration below corresponds to a element in the following list:

1. Enemy 1 (Skeleton)
2. Enemy 2 (Zombie)
3. Enemy 3 (Guard)
4. Main Character (Grave Robber)
5. Trap (Hole in front of Grave)
6. Treasure (Grave)
7. Optional Treasure (Large Grave)
8. Exit and Entrance (Would like them to be at the same point)



Original Mockup

