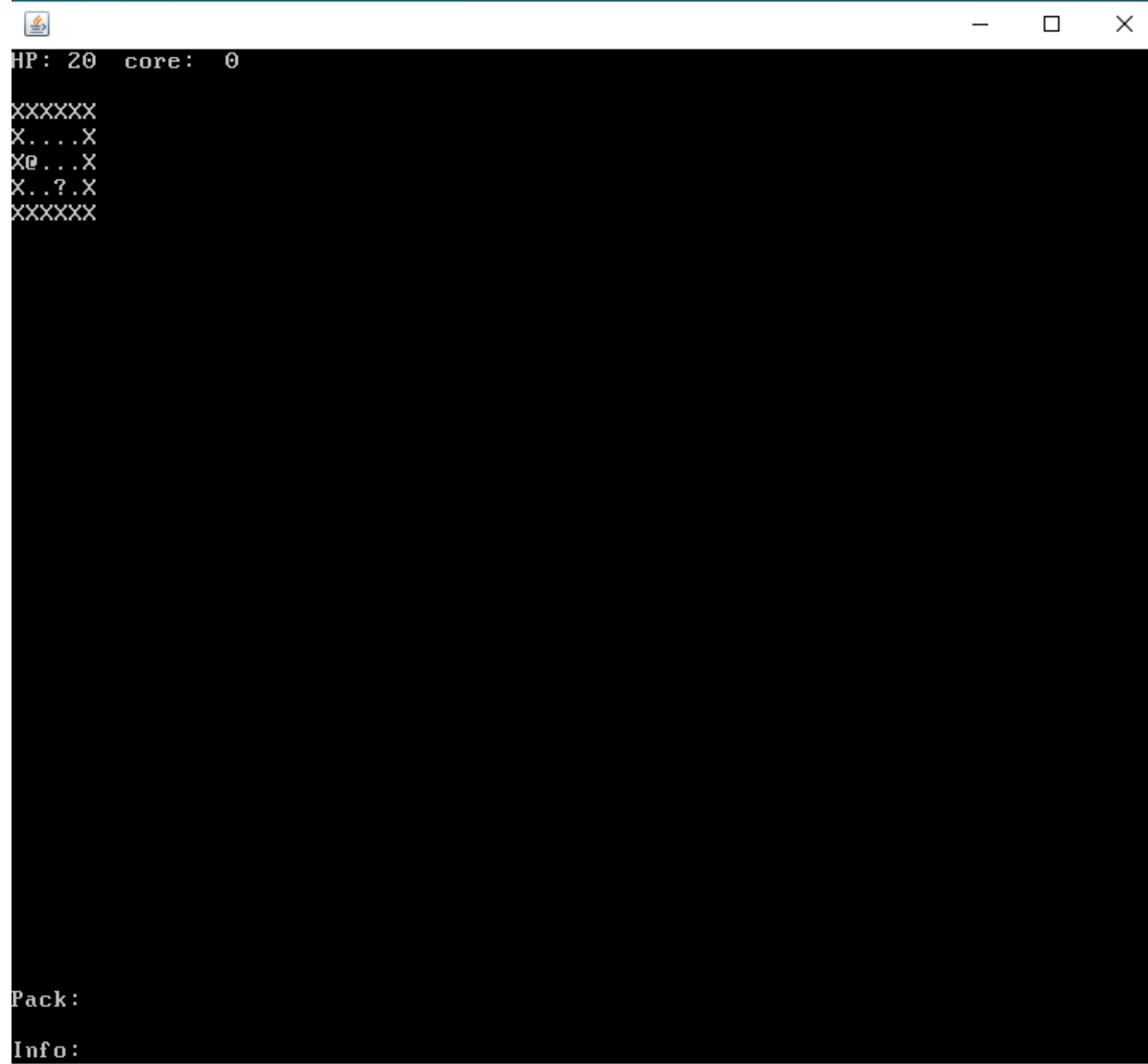# Dungeon initial displays

- Note that these are from a finished project so there may be output in the message areas that you don't have for steps before Step 3

Badscroll.xml


```
HP: 20   core:   0

XXXXX
X....X
X@...X
X..?.X
XXXXX
```

```
Pack:

Info:
```

death.xml

```
HP: 1    core:   0

XXXXX
X@...X
X.T..X
X..?.X
XXXXX
```

Pack:

Info:

dropPack.xml

```
HP: 100 core:   0

XXXXXXX
X@.....X
X.T]).X
X......X
X......X
X......X
X......X
XXXXXXX




















Pack:

Info:
```

dungeon.xml

```
XXXXXXXXXXX
X.........X
X.@.......X
X.........X
X..T......X
X...S.....X
X.........X
XXXXXXXXXXX
```

```
XXXXXXXXX
X.......X
X.......X
X.......X
X.T.....X
X.......X
X.......X
X.....S..X
X.......X
X.......X
X.......X
XXXXXXXXX
```

Pack:

Info:

hallucinate.xml

```
HP: 1    core:   0

XXXXXXX
XTHS...X
X......X
X?@.THSX
XXXXXXX
```

```
Pack:
```

```
Info:
```

testDrawing.xml


```
HP: 20  core:  0

XXXXXX       XXXXXXX
X....X       X.S.T.X
X.T..+####   X.....+####
X....X    #   XXX+XXX    #
XXX+XX    #       #      #
   #     #######        #
   #                    #
   #                    #
   #                    #
   #                    #
   #                    #
   #                    #
   #                    #
   #          XXXXX+XXXX
   #          X........X
   #          X....S...X  XXX
###############+.H....@.+##+.X
              X........X  XXX
              X....T...X
              XXXXXXXXXX
```
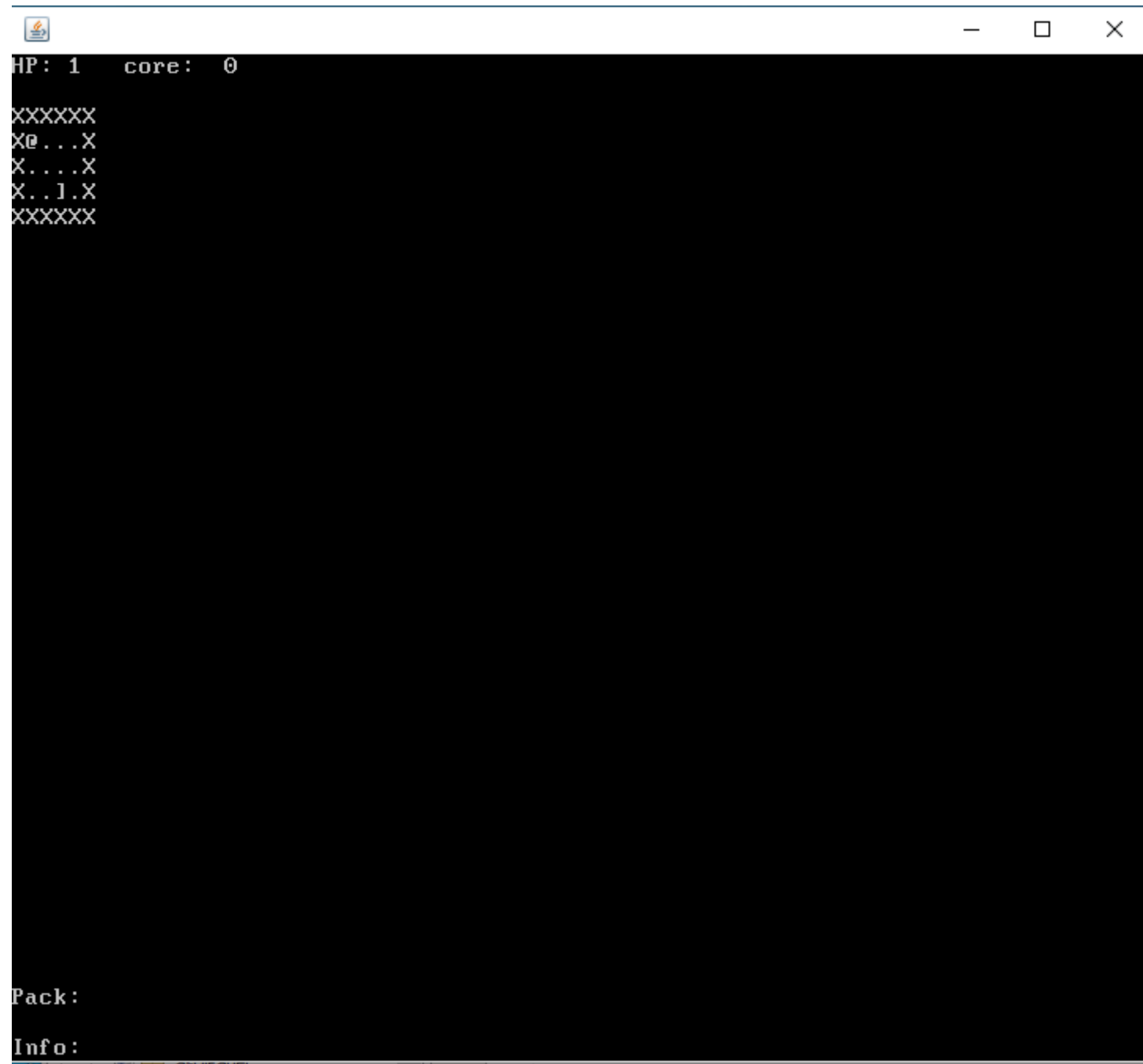
Pack:

Info:

wear.xml