Status Report

# Subtask A

The protagonist action can be visualized in the 2D view through animation, same as for the enemies. The protagonist can move into the four directions, tiles are associated with an image depending on their value, some tiles consume more energy when you move onto them. Autoplay can be used to reach the next level, the used path will be visualized.

# Subtask B

Text visualization, it is possible to interact with the game through the console with commands, the whole command must be typed in for it to work.

# Subtask C

Not sure

# Subtask D

Levels are separated into different world models, reaching the exit will transport the protagonist to the new world model, and going back to the start will move the protagonist back to the previous world model, the world models are stored in a vector in a sequential way

# Subtask E

Basic visualization of health and energy, allows the switching between 2D and text visualization, implementation of zoom in and zoom out. XEnemy implemented as tempest