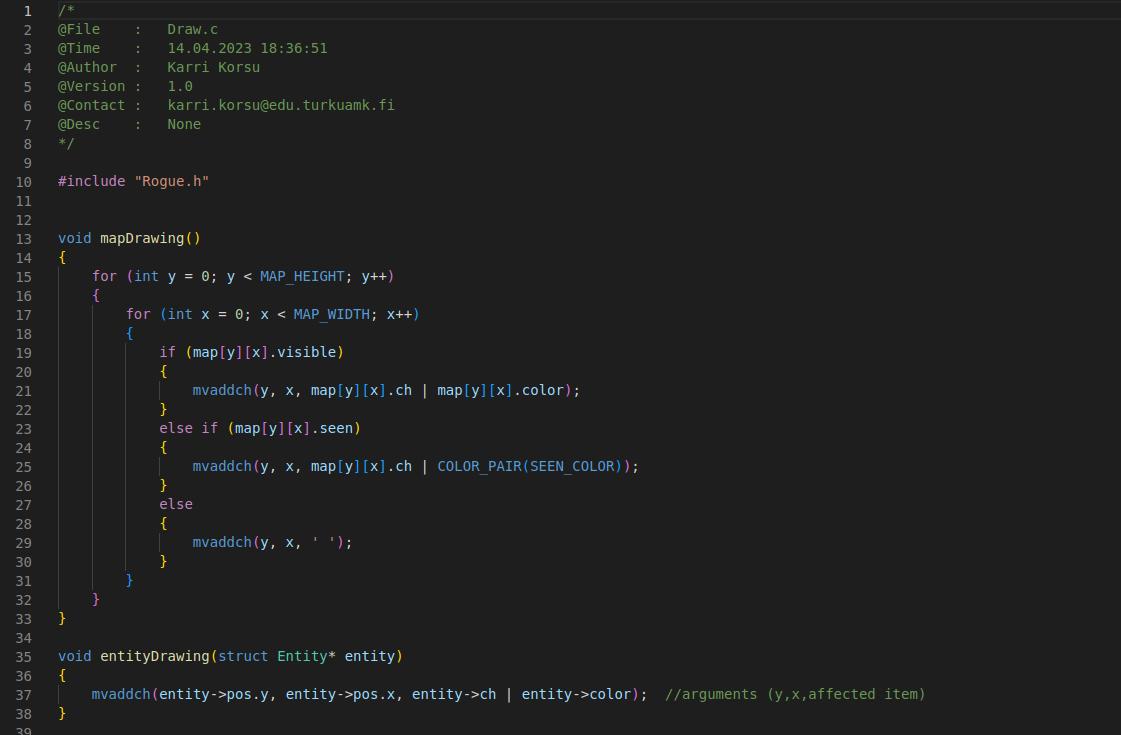
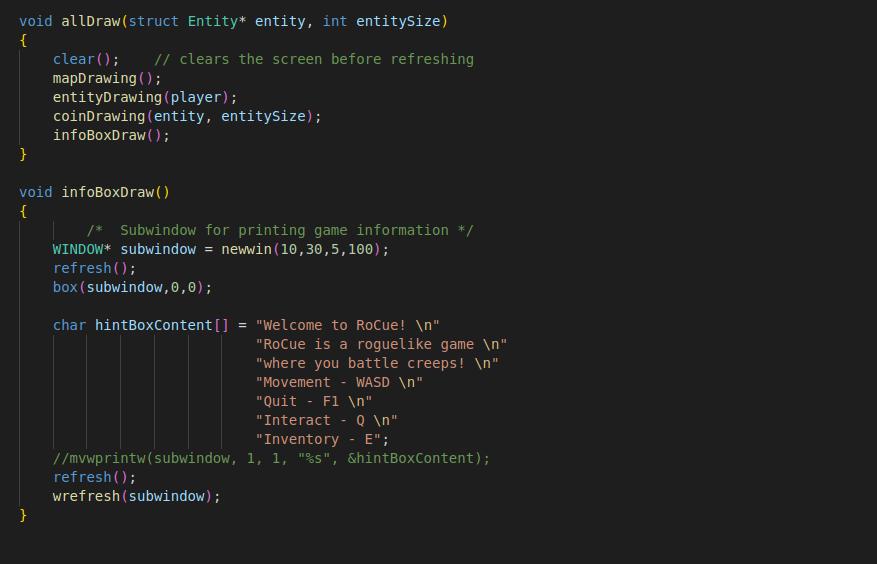
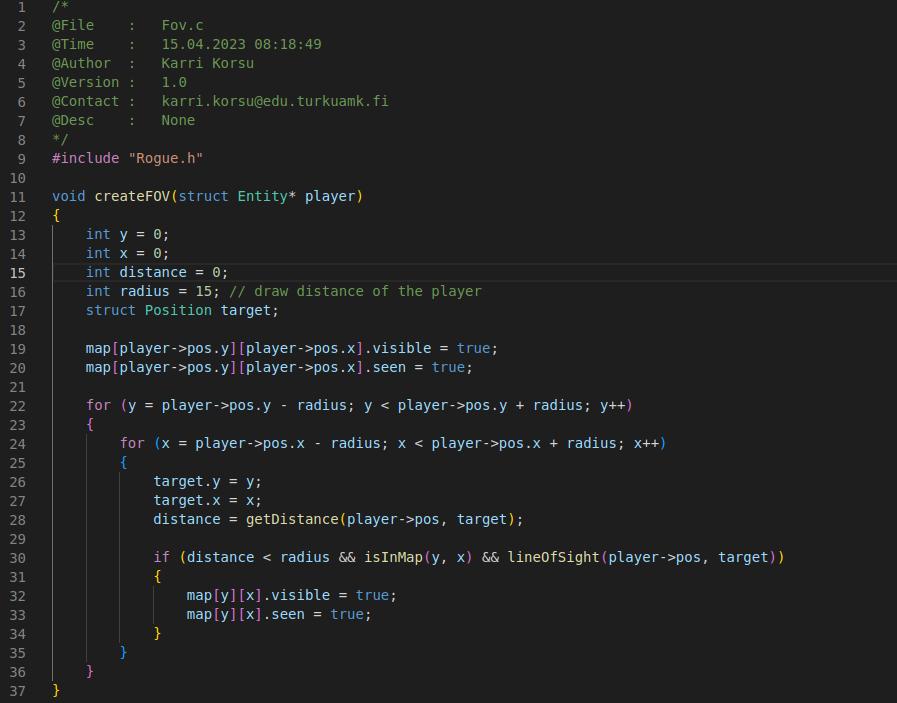
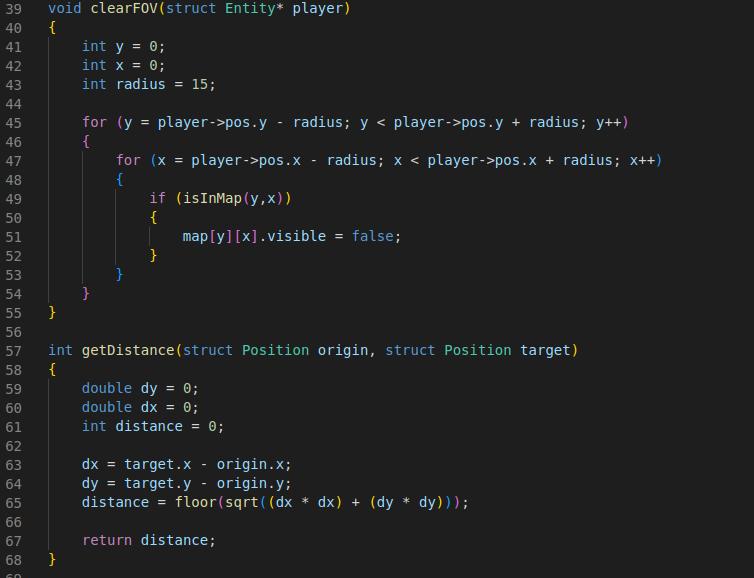
Code or draw.c

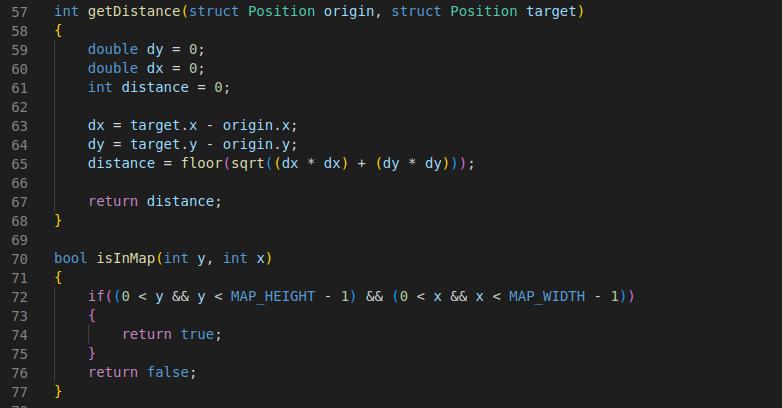




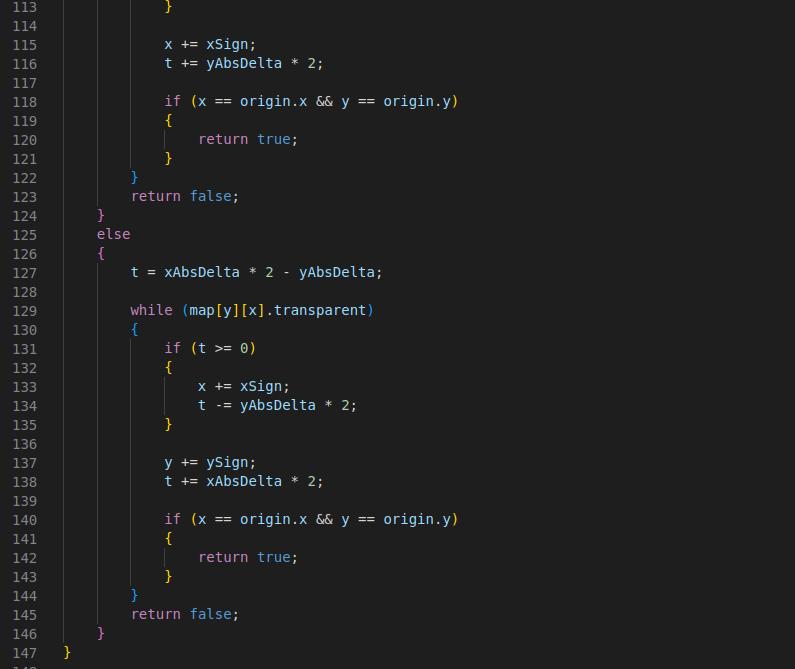
Code for Fov.c



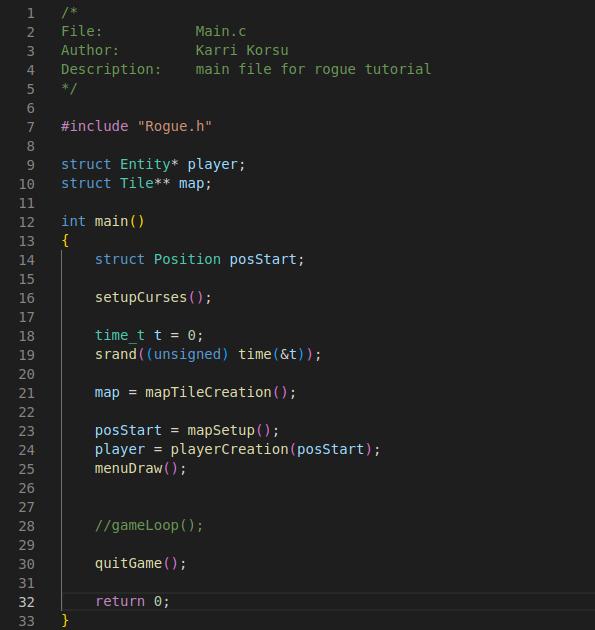




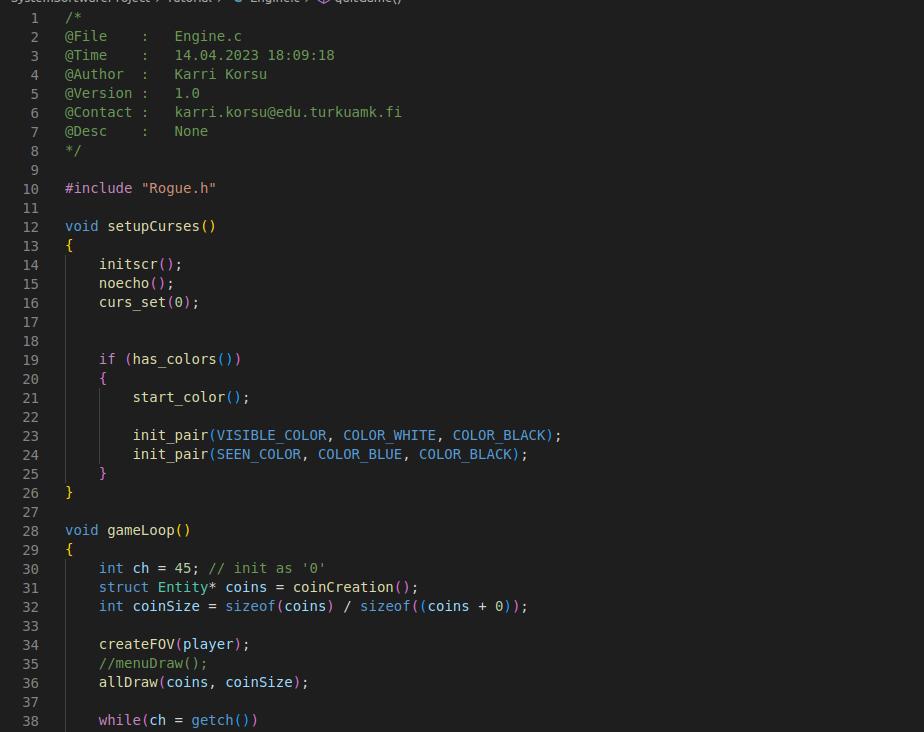


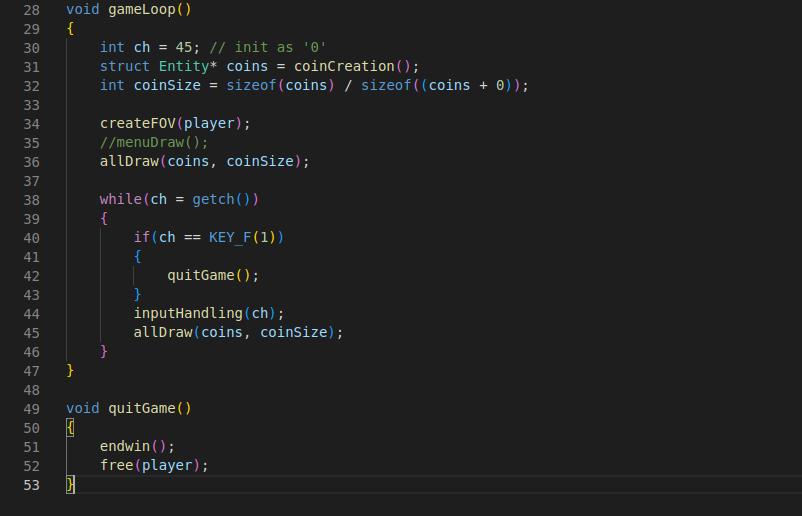


Code for Main.c



Code for Engine.c





Code of Rogue.h

