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Steps

I started with the XML for the splash screen, and then went to the java code.

I then added the main activity xml and also the xmls for high scores, and char create.

I created the java for the char create.

I created an object file that would make creature objects for both the players and the monters.

I created the combat xml, and then worked on the code for combat.

I then finished with the code for high scores java.