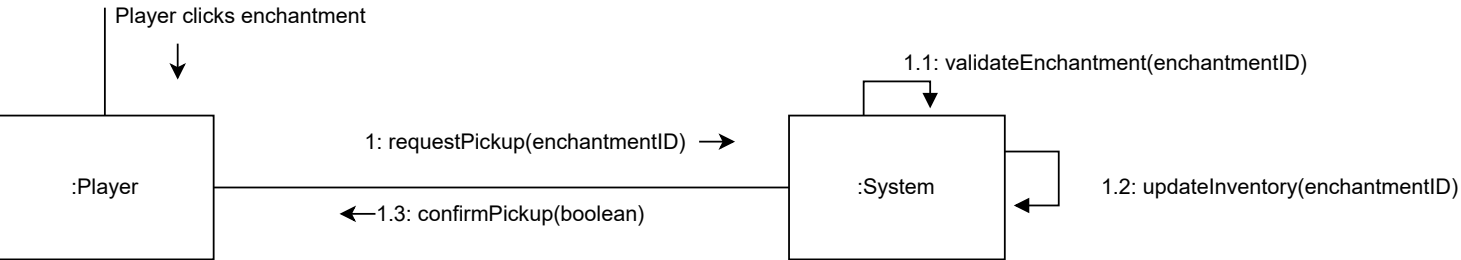


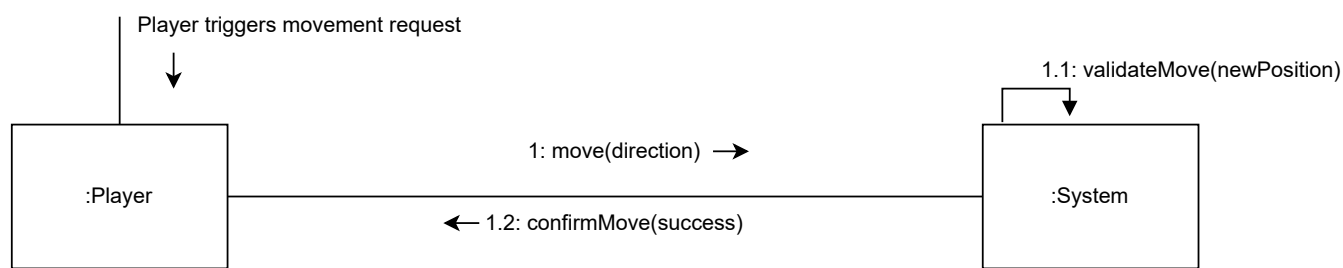
C-Collecting an Enchantment

This diagram illustrates the process of a player collecting an enchantment, where the system validates the action and updates the player's inventory accordingly."



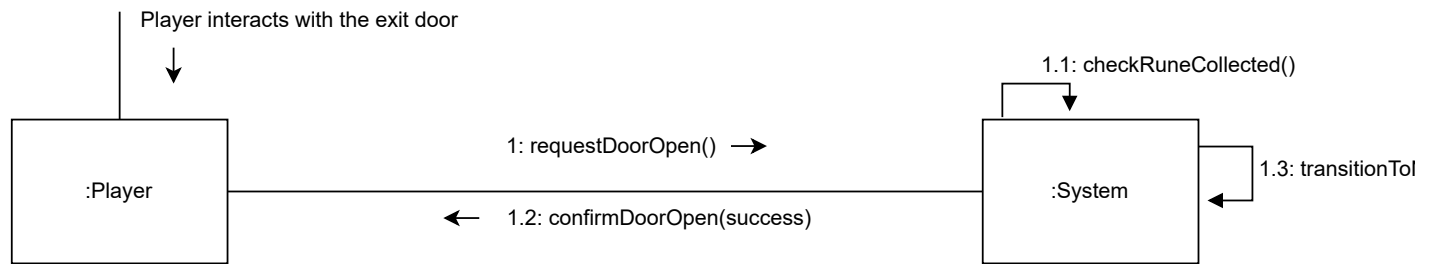
C-Player Movement

This diagram illustrates the process of a player moving within the game grid, validated by the system.



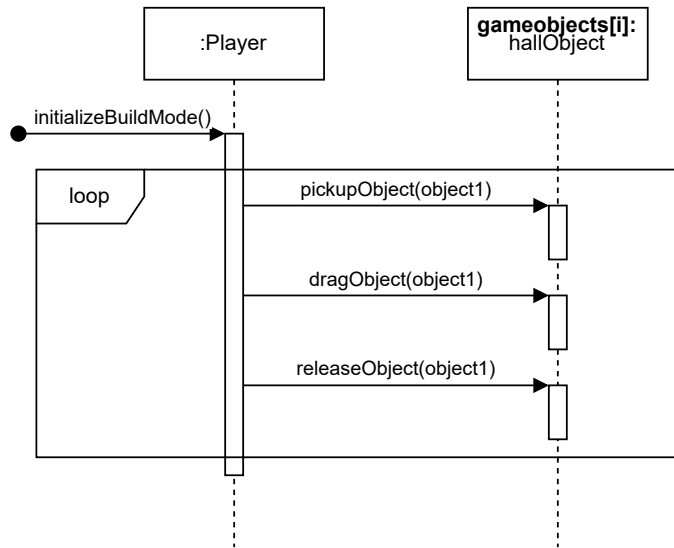
## C-Activating a Door to Exit

This diagram illustrates the process of a player activating the door to exit the hall, where the system validates the player's progress and transitions them to the next hall.



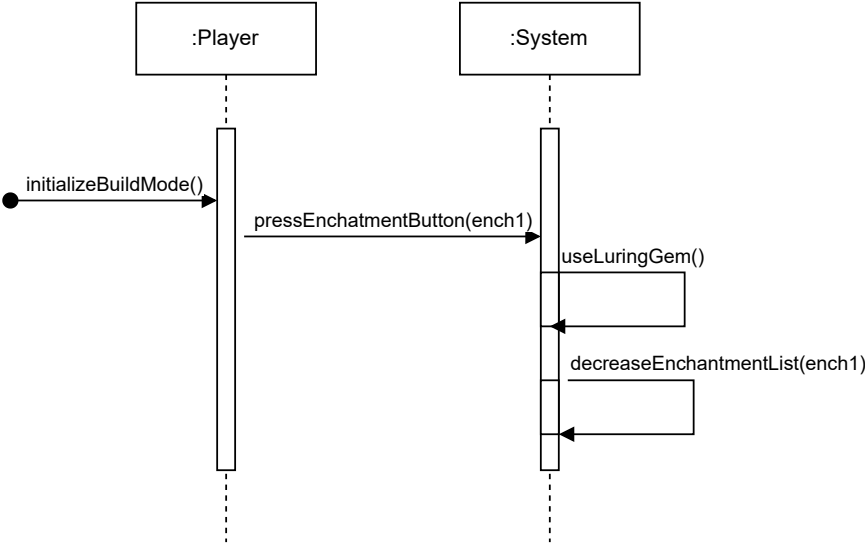
NextHall()

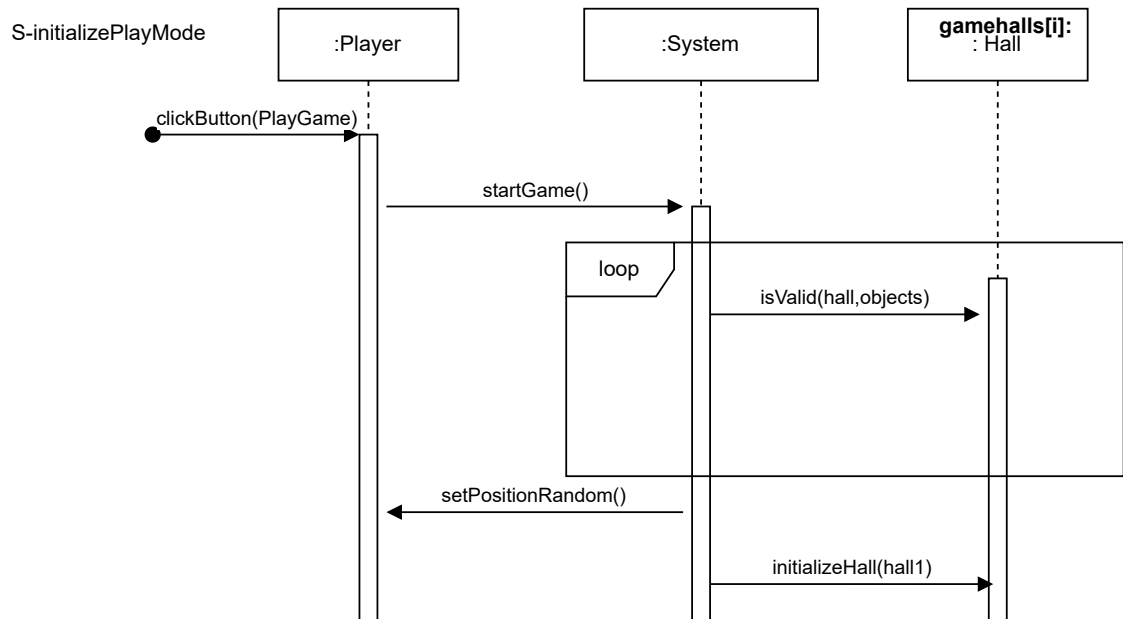
S-player placing objects



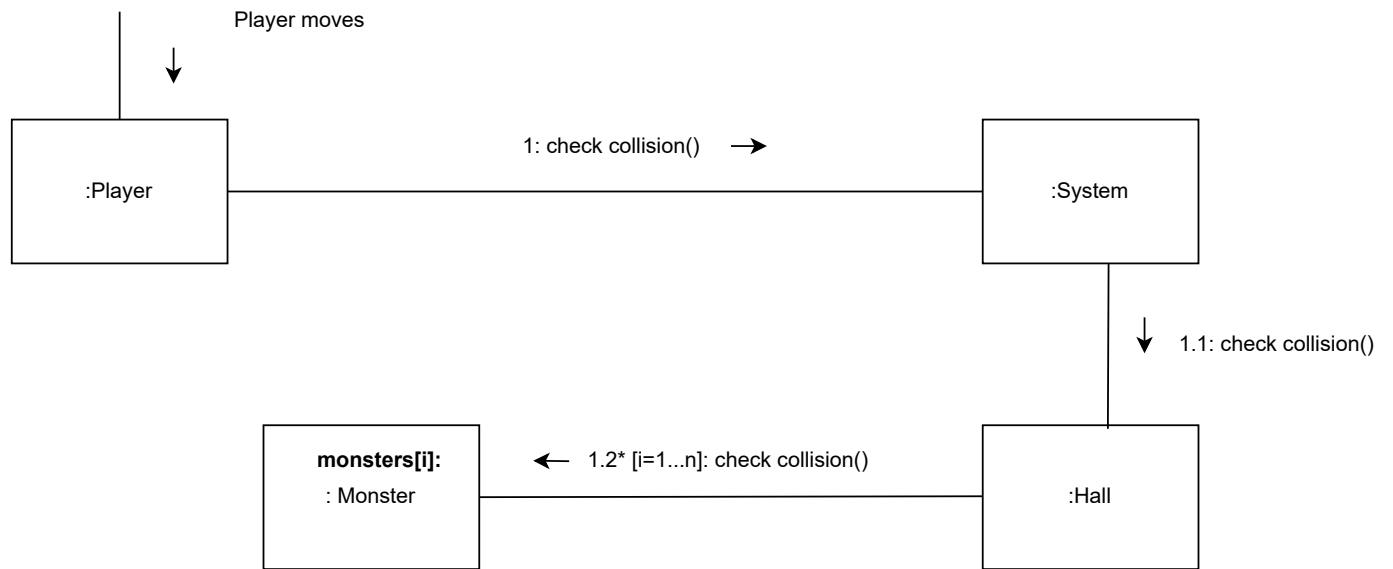


S-use luring gem





C-playe loses a life



S-pause game

S-resume game

