


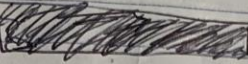
HP: <div></div>	
XP: <div></div>	
You defeated the Enemy!	
HP: <div></div>	Inventory Potions: 0 Antidotes: 0
XP: <div></div>	

HP: <div></div>	
XP: <div></div>	
You were defeated!	
HP: <div></div>	Inventory Potions: 0 Antidotes: 0
XP: <div></div>	

HP: <div></div>	
XP: <div></div>	
The enemy used a Healing Spell!	
HP: <div></div>	Inventory Potions: 0 Antidotes: 0
XP: <div></div>	

↑ A.I. will use Minimax to determine moves

Enemy HP: 

Enemy XP: 

Player 1 used Flame Spell!

HP 
XP 

Inventory	
Potions	1
Elixirs	1
Antidotes	2

← OOP
used to
keep track
of character
and enemy
attributes

Welcome to

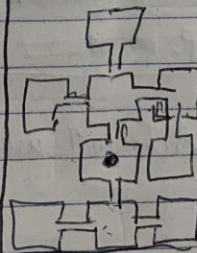
Dungeon Crawler

Click Screen to Continue

You went east.

You entered a dark room
with an opponent in the
center.

He challenged you!



← Map generation
using recursion