



# Dante's Inferno

## The Nine Circles of Hell

A vertical diagram of the Nine Circles of Hell, showing nine distinct circular layers. Each layer is a different color and contains a different type of punishment. The layers are: 1. Limbo (brown, jagged edges), 2. Lust (grey, swirling), 3. Gluttony (white, icy rain), 4. Greed (yellow, molten gold), 5. Anger (green, murky swamp), 6. Heresy (orange, flaming pit), 7. Violence (red, boiling blood), 8. Fraud (black, dark pit), 9. Treachery (blue, icy pit).

### Circle I: Limbo

The souls of Pagans and the unbaptized wander the caves of Limbo in loneliness with the desperation to meet God.

### Circle II: Lust

The souls lust are endlessly blown and spiraling in the winds of a violent storm.

### Circle III: Gluttony

Because of their cold nature, the souls of gluttony suffers the coldness of a ceaseless icy rain.

### Circle IV: Greed

The souls of greed are consumed in a pit of smelting gold, as they claw their way to escape, only to be swept back into the pit.

### Circle V: Anger

An endless battle of wading souls takes place on a murky swamp.

### Circle VI: Heresy

Souls are entrapped in a flaming pit, guarded by demons for those who attempt to escape.

### Circle VII: Violence

Those who possessed a thirst for violence are condemned to drown in a lake of boiling blood.

### Circle VIII: Fraud

Souls are thrown into a pit of darkness, endlessly beaten and tortured by demons.

### Circle IX: Treachery

Satan is imprisoned in ice from the waist down in the very center of Circle IX, displayed as a trophy of treachery.

100% coverage

**nothing**

**Mockshots**

enginnering

**refactoring**

Tests that tests



**Reverse-**

**preven†**

Perfect isolation,

nocks with the

debugger

**Lust**

# Gluttony

# Greed





# Fraud



**Treachery**

# Heresy

Confusing patch

**British  
assessments**

**targets**

Complex Setup

**Deep/reCURSive**



**mocks**

**mocks; mocks-in-**

or patches

**Too many mocks**

# Limbo