This is a document for detailing the plan for this project.

UML mockup:

Game

Grid  
-Tile

-Level

-Enemy Level

Tile

-Walkable

-Item

-Position (X, Y)

-Pending Attack

-Status Effects

-Interactable

-Sprite

Items

-Inventory Space

-Effect

-Sprite

-Equipable

-Consumable

Inventory

-Items

-Equipped

Interactable

Character