Project Proposal: Text-based RPG

Goal: Create an interactive role-playing game that runs through the terminal.

Project steps:

1) Initializing the game enters the player into a while loop; while their points remain above same value, they remain "alive" in the game.

2) Players will be faced w/ decisions in a series of if statements. For example, "A troll approaches you. Do you attack, offer him a drink, or walk away?"

3) Some decisions will result in situations where the user will have to complete a task. These might include:
   i. Fighting, which will include rolling different die types using a rand. function.
   ii. Writing a limerick. Game will not move on unless text meeting the rules of a limerick is entered.

4) Game will end with death (loss of all points due to bad decisions/rolling poorly during conflicts/ bad limericks/etc) or glory.