Anything in parentheses will not appear in the actual UI implementation

Main Menu Design

```
Tabletop RPG Dungeon Designer

Options:
1. Generate a dungeon              (Screen cleared, move to Dungeon Generation Menu)
2. Display the most recent dungeon (Screen cleared, move to Dungeon Display menu)
3. Quit program                    (Program terminates)


Please select an option:
```

Dungeon Generation Menu

```
What kind of dungeon would you like to generate?
L for Linear
B for Branching
G for Gridded

Please select an option: L


Enter the number of rooms to generate: 3
(Screen cleared, move to Dungeon Display menu)
```
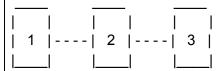
Dungeon Display Menu

```
Here is the generated dungeon:

 ____      ____      ____
|    |    |    |    |    |
| 1  |----| 2  |----| 3  |
|____|    |____|    |____|

Encounters for each room:
1: (getEncounter function returns a string that displays the loot encounter in room 1)
2: (getEncounter function returns a string that displays the enemy encounter in room 2)
3: (getEncounter function returns a string that displays the trap encounter in room 3)

E to regenerate Encounters        (generates new encounters for the same layout)
G to generate new dungeon layout  (screen clear, move to Dungeon Generation Menu)
Q to go back to the main menu      (screen clear, move to Main Menu)

Please select an option:
```