The Game of Games

My project will be based around a text based game that will have a fighting mechanic, different types of enemies and many different types of puzzles. Each enemy will have its own class with different health values, weapons and attacks. There will be a player character class with an inventory, health values and a couple other types of values that will be stored in the class. During each encounter I plan on different random events happening, for example encountering a random chest room or finding random weapons. I plan on a weapon class that will allow for special "named" weapons to be created with special stats. I also plan on making a healing class that will include different healing machines and mechanics. If I can i would like to create a vendor and a currency and the vendor would be one of the random places that could spawn. The way i plan on doing things will there will be a set number of room that will occur in specific places but random places will spawn in between those events. Bosses are something I am considering as well, each boss will have a super class then a sub class each boss. Boss will have different types of "moves". The combat system will be based around a turn like in Pokemon, each turn the character will be able to use different moves and attacks to deal damage. There will be a "story" but it won't be very good because that is not what this project is about. Puzzles will consist of inputting something but it won't be that complicated, i will include answers to all puzzles, Finally there will be 2 to 3 different ending depending on the choices you make. These ending will be determined by the set encounters rather than the random ones.