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.

Make sure that the game is complex enough to make this a good semester project.