Player:

* Damage
* Hitpoints
* Name

Enemy:

* Damage
* Hitpoints
* Name

Dungeon:

* Description (string)
* Enemies
* An amount of rooms
  + Description
  + Enemies

Items:

* Name
* Use (string) [Ex. ”Drink”, ”Equip]
* Drop
* Examine

Equipment:

* Equip
* Show stats
* Drop
* Examine