Game idea

Combat system

* When fighting an enemy, spamming a button on the keyboard acts as your attack towards your opponent.
* Maybe use PyGame to have bars on the screen representing how you’re doing in the fight. Game must adjust already printed bars.
  + - * + You [|||||||| ] Enemy
        + You [|||||||||||||||||| ] Enemy
* Fight or flight
* Running away will drain mana
* Fighting will drain health, mob will drop items, you will gain experience.

Health system

* Display health at all times as well as various player stats at the top of the terminal

Moving mobs

* Enemy move into adjacent rooms
* In game clues: “You hear a sound to the east”

Potions

* Temporary effects with timers
* Display time/moves remaining on potion
* Adjusts how player interacts with game:
  + Must input command backwards
  + Input twice
  + Write everything without vowels

Interactions in rooms

* NPCs to talk to
* Quests + Side Quests
* Random events
* Timed responses: “Type responses in a certain amount of time or you die

Player attributes

* Armour
* Mana
* Choose a player with different stats: Classes
* Save/Load game
* Checkpoint potion

Theme

* Cave
* Spaceship
* Haunted house/castle - torches, dark rooms, many spooks
* Uni campus
* Spooky forest
* Matt Morgan’s mind - could go terribly wrong
* Matt Morgan’s body