**Item/Inventory Description:**

The inventory is a menu the player uses to manage items they carry. The player will have an inventory which he can view at any time. They can obtain items by completing random actions throughout the game or they can be found in the maze. There is no limit to the number items a player can have.

* **Stones**
  + Stones can be used to bribe a monster to avoid fighting them.
* **Swords** 
  + Can be used to kill/fight a monster
* **Keys** 
  + Allows the player to open random rooms in the maze. These rooms may have items the player can collect or they may be filled with death **trap**. They can allow the player to travel from one location of maze to another.
* **Healing Items**
  + The player can restore his health with potions and apples. These items can be found in the rooms, obtained after a battle, or after the player has reached a certain point in the maze.
    - **Apple** - Restores health by \_\_\_ points.
    - **Potion**- Restores health by \_\_\_ points.
    - **Stronger potion** – Restores health by \_\_\_ points.
* **Defense weapons** 
  + The defense weapons will be the main method of defense.
    - **Shield and Armor** – Protects the player from any enemy attacks.