- Start off by coding a single battle
- Just represent things through text
- No FILE IO
- Have a pre selection screen where the user can select their equipment, skills, party members (?), and perhaps difficulty? Maybe they can select the enemies or something like that?
- Store skills in a list?
- Computer AI:
    - Just have it be relatively random with certain conditions
    - Maybe within certain conditions, it changes the AI?

How do I want to represent this game?

- In text form with lines and hashtags to organize things
- Turn based battle system

Classes and their respective member areas:

- Player
    - Integer for health
    - Integer for energy
    - Integer for gold & money
    - Integer for experience
    - List for skills
- Enemy-Specific classes
- Offensive skills
    - Element
    - Damage
    - Energy Cost
- Healing skills
- Utility skills
    - Status effects
- Each skill should take in:
    - Buffs and debuffs of the players
    - Buffs and debuffs of the enemy

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How to execute:

- When the player types in a skill they want to use:
    - First, check if that skill is present in the skillList area for the player and send an error message if it is not. Remember to turn the input into .lower() so there are [not any annoying case sensitive mistakes.
    - If it is present, call a method that takes in a skill as one of it’s parameters and it could have if else statements depending on the TYPE of skill (i.e utility skill, healing skill, offensive skill)

        - I'll need to think of a way to minimize having to reuse so many if-else statements
- How do we know when the game ends?:
    - Could check for health values after every turn, but this does not account for status effects such as poison
- How do we account for status effects such as poison or paralysis?
    - At the start or end of every turn, can simply check for conditionals and apply the detriments accordingly?
- How about stat increases and decreases?
    - The offensive skills could take in a parameter of Buffs and Debuffs, and this would alter how powerful their skills are.