Text based Dungeons and Dragons-eque game, to be used as a tool to create, store, and access game information when physically playing D&D). Specifically, the three main purposes will be to:

* generate character traits (e.g. strength, charisma, etc and their number statistic, using a **hash map**),
* store information about the game map (i.e. towns, roads to towns, distances between "town" nodes, using a **weighted, acyclical/cyclical graph**),
* and develop a player’s mutable/immutable inventory (using the **set** data structure)

Different operations can be called on these, such as:

* adding or removing items from an inventory (define *methods to insert, delete, return*),
* check your most recently visited city with a **stack** (like a “city history”),
* *travel to adjacent cities*, act of which could "cost" different amounts of energy to travel based on the edge weight of connected node “cities.”
* You could even *define certain* ***lists*** of nonplayer characters, human characters in your D&D campaign, enemies or bosses, etc.
* Then you can use a **singly linked list** to go through each final boss as you encounter then, in which one points to the next level up and only after the first (0th) indexed boss has been defeated could the boss be *removed* from the list.
* There could even be a simple *“roll di” function* that takes the number of dice and the number of sides of each di as parameters and returns a randomly generated number based on those arguments.
* You can also choose to make **queues** of which quest you want to do, which would maintain quest order in a first in, first out (FIFO) structure, so you must complete quests in a chronological order for the plot to be developed.

*At any time, you should be able to alter or state current information, and there should be methods to do so (whether for all game stats or a specific subcategory of statistics like inventory, skills, current quest, current city, current boss level, etc).*