Programer themed dungeon crawler

Summarization: - text based dungeon crawler with rogue like elements

Saving system – the game saves your Name, Coins and HP when you leave if you die all reset to N/A

JavaFXML – 3 to 4 buttons with options (if I figure out how FXML works).

Game synopsis : - you go through a dungeon trying no to die. Defeating monsters can give you coins and Köffe™(healing item). Every 5 floors you meet a Dungeon merchant after defeating a boss. There is no goal to the game you just try to see how long you can survive.