**Project Reptile Changelog**

4/27/25

* Equipment was added as a child class of Item, and has three children currently: Weapon, Shield, and Armour. This is to associate all of them when creating methods that act upon them but also to create and share the boolean variable “IsEquipped” between them. This variable is necessary for the functioning of the Statistics and Inventory submenu.
* A way to load images from a relative filepath was implemented for the monsters that are currently being tested. This same approach will be used for loading images associated with the landmarks.

5/4/25

* Consumable items such as potions can be used now. Also, a major game system which hides the true names of items until a specific object has been equipped has been implemented.
* The game is now winnable when the player gets the key to the exit and finds the room containing the exit.
* One major system, negotiations, must be implemented for MVP status.