# What I want to create

* A difficulty setting
* An RPG element.
* At least 5 enemies which inherit from an abstract class.
* Final boss.
* Simple mechanic.
* Somewhat balanced game.
* Little randomness but small random elements such as random enemies with similar stats and abilities.
* Cool cutscenes cause why not.
* Small ASCII art thingyies.
* Add shop to buy armour and stuff.
* Add inventory for players.
* Theme bout learning codeing.