Documentation

* Description: a maze where the player will have 2 or 4 doors as an option to go through. Behind each door, there is some enemy and loot. The main goal of the player is to find armor, and the key to open the door to Excalibur to have the possibility of defining the final boss.
* Classes design
  + The class Entity is abstract and contains all the information of the enemies such as health, level, and image to give a visual representation to the user. The children of Entity are Enemy Level 1, 2, 3 and Boss. All have a similar attack method (inherit from entity) the difference is the amount of damage they cause to the user. However, enemy LVL 3 and Boss has an opportunity to be healthy. Additionally, the Boss can dodge the user attack.
  + All the items in the game have inherit for the abstract class Items. Items possess the name, description, and power level of the items. Its immediate children are Key which open the lock door to Excalibur, and Sword (Excalibur). Additionally, armor and potion are abstract classes that inherit for items, this in order to create different and different armor parts.
  + The Room class allocated the images with are chosen randomly, if the room is locked, the enemy and the items.
  + The RoomMethods class contain 2D array. Also, set the room, allocate the enemies and item in the room.
* Game:
  + Everything works around grid which work as a 2D array. Meaning that are constantly checking to see if the player location is the same as the door location, if this condition is meet then we change room. Once when the enemy encounter an enemy is more of the same, we check player location with the enemy location, if this condition is meet, the player is prompted if he wants to fight this enemy or not. If the player agrees to fight it pops a different window and with the option they have such ass attack, us potions, etc.
* Problems:
  + If the player leaves a room with an enemy, the program for instances closes.
  + Once the player defeats the enemy, the program closes because it we have not implement the event once an enemy is defeated.