The Quest Game Specs

* Turn-based
* Player can move OR attack
* Enemies can move AND attack
* Game over: Player dies or completes level
* Player can pick up potions and weapons
* Item inventory
* Click on item to equip
* Attack uses weapon
* Attack to drink potion
* Hit points, 0 => player/enemy dies
* Movement using four buttons
* Attack using four buttons
* Black box around item in inv = selected
* Enemy types Ghoul, Ghost, Bat
* Level’s enemies/items:
  + 1: Bat / Sword
  + 2: Ghost / Blue potion
  + 3: Ghoul / Bow
  + 4: Bat, Ghost / Bow, if not yet picked up, else blue potion
  + 5: Bat, Ghoul / Red potion
  + 6: Ghost, Ghoul / Mace
  + 7: Bat, Ghost, Ghoul / Mace ifnypu, else red potion
* Enemy types:
  + Bat: 6HP, 50% to move randomly or towards player, attacks if close, 2DP
  + Ghost: 8HP, 1/3 move to player, 2/3 stand still, 3DP
  + Ghoul: 10HP, 2/3 move to player, 1/3 stand still, 4DP
* Weapons:
  + Sword: 3DP, r10, 270° (in that order, once max)
  + Bow: 1DP, r30, 90°
  + Mace: 6DP, r20, 360°
* Potions:
  + Blue: +5HP
  + Red: +10HP

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* Potions are weapons
* Weapons attack themselves