RPG to-do list:

* Make outline for game map, enemies, items etc
* Combat system: my idea is that either the player or the enemy could go first based on speed, then turn based combat. So for example player goes first because their speed is 4 and enemy is 3. Player uses move. Check if enemy is dead. Enemy uses move. We could also have crits, have moves that buff your main attack or increase your speed. It could also be just one attack that increases as you get items or something then random attack turn or as you coded that both attack then results are decided not depending on turn.
* Also just pulled ur commit after writing this LOL. Looks good, still a little bugged. Honestly I don’t think I’m going to be working on this until after midterms but feel free.
* However I think that we can decide the combat systems or anything else once we have an idea of what the game is going to include. We could probably book a room with a white board and hash it out. (after midterms please :pray: )