Character

(in charge of stats: HP, updating movement)

Enemy

Player

SUBCLASSES

Shade (maybe the parent player)

Drow

Vampire

Troll

Goblin

SUBCLASSES

Dwarf

Elf

Human

Orcs

Merchant (bool hostile)

Dragon (stationary; near Dragon Hoard)

When spawning you need to keep track of:

* Location of character
* Walls
* Location of stairs
* Which floor

Gameboard -> Abstract

TextDisplay Grid

Creating the Gameboard:

* Empty board matrix
* Spawn player
* Spawn stairs
* Spawn potions
* Spawn gold
* Spawn enemies

Chamber class

Doorway class

Tunnel class?