Ideas for rooms:

* Puzzles
  + Describe room
    - Hidden key or tool
    - Three Option?(Flex)
* Riddles
  + Three options
    - Time Penalty if wrong
    - Correct opens door
* Fights
  + Goblins/Kobolds
  + Statues
  + Creatures/Critters?
    - Snakes
    - Rats
* Hidden
  + Have to explore the room
  + ?????
* Nothing
  + Nothing
* Rewards
  + Weapons
  + Inventory
  + Armor/Health