

## Final requirements: (text-based) Adventure game

- **Living Creature Superclass**
  - **Players Character Sub Class**
    - Be able to print items collected.
    - Be able to add items to inventory.
  - **Game Enemy Sub Class**
    - Requires to be beat in games of dice rolling and rock, paper and scissors. Is guarding the Village.
  - **Puzzle Enemy Sub Class**
    - Requires to be beat in a puzzle, Is guarding the Library.
  - **Fighting Enemy Sub Class**
    - Requires to be beat in a fight, will cause player harm. Is guarding the Dungeon Area.
  
- **Areas Super Class**
  - **Armoury Sub Class**
    - Requires health to be above 70 to enter.
  - **Street Sub Class**
    - Connects all other areas together.
  - **Storage Room Sub Class**
    - Requires a key to enter.
  - **Village Sub Class**
    - Need to beat game enemy to enter.
    - Implements a game interface.
      - Rock, Paper, Scissors.
      - Dice Rolling.
  - **Dungeon Sub Class**
    - Need to beat fighting enemy to enter.
    - Implements a fight interface.
      - Starts the fight.
  - **Library Sub Class**
    - Need to be puzzle enemy to enter.
    - Implements a puzzle interface.
      - Starts the puzzle.
  
- **Items Super Class**
  - **Key**
    - Used to unlock Armoury.
  - **Health Boost**
    - Increases player's health by 50.
  - **Sword**
    - Can be used in a fight.
  - **Shield**

- Can be used in a fight.
- **Special Item**
  - If found, game is ended.
- **Game Board Class**
  - Creates game board (5x5 array) and track players location.
  - Move player.
  - Print game board.
  - Print players coordinates.
  - Implements game area function interface.
    - Triggers area event.
    - Allows for area to be inspected.
- **Running Game Scenario**
  - Simulates running the game.