**Story**

Start off as a goblin that is going to attack a village by walking out of its cave. During its way out, it will bump into different enemies and it will interact with them. He will be able to talk with them, collect different items, fight them and move freely through the map (cave).

**Mechanics**

Movement in map displayed on the console.

Picking objects from the ground that are in certain spaces in the map or dropped by enemies.

Check information of enemies, objects and player.

**Classes**

**General / Shared:**

*Stats:*

General stats shared by enemies and player

*Objects:*

The attributes of objects declaring which stats they add and declare if they are consumables or not. (Will possibly add a class specific to consumables)

*Game Functions:*

Dialogue(STRING) - to display the text In the console and just having to change what will be inside of the dialogue line

*Map:*

It will store all the map information that will be changing, this will possibly store the functions necessary to change or update the map

**Specific**

Player

EnemyType

**To do**

**Diagram**