**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**

*Stats:*

General stats shared by enemies and player. Possibly add new class for a class (rogue, warrior…).

All classes inside one class? Or individually? Individually because they will have one special function.

**Rogue:**

**Change their default stats, they have stat grows focused in DEX.**

**Warrior:**

**Change their default stats, then**

**Lore Master:**

**Bard:**

Player:

This class stores the player specific variables like EXP. It also has functions with no restrictions. In the case of enemies, it would be player stats/rolls dependent to discover.

Enemies:

It has the enemies specific variables and functions. This can be the EXP they give when killed and more.

*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:*

*Contains all the objects and classes to display the game in the main with just this object. It has general functions.*

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

*Map\_FreeMovement:* (Testing)

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

*Map\_RoomMovement:* (Testing)

In this case I’ll test moving in between rooms instead of free movement. This one would be similar to Darkest Dungeon. It would Have-A Room. Maybe make randomly generated amount of Rooms.

Room:

This would be each room in the Map\_RoomMovement class. They contain what is inside the room. It decides if the room has enemies inside, has an item, a hidden item, empty room, trap room or boss room.

Trap:

May add a class for traps. It would be a Room Is-A Trap. This trap will do damage

**To do**

* Create the classes class.
* Create my Map\_RoomMovement map for the game.
* Create the Room class.
* Create the Trap class.
* Test the two types of maps possible and decide which one I prefer.