	Game Panel		
	+adventure start +clear screen +print title - Act 1 function - Act 2 function - Act 3 function	+ level: ir + athletic + strengtl + name: s + armor c + hp: int + dexterit + intellige + wisdom + charism + constitu	s: int n: int string slass: int y: int ence: int n: int
	Player		Enemies
- d - at	ventory: strings amage: int tacks: strings amage: int		+ weapon: string - damage: int - attacks: string - damage: int

Text

Text