# Summary

This is a text-based game that should meet the following requirements

* Playable on Windows PC
* One Playable Character
  + Character has
    - Inventory
    - Health points
    - Coin wallet
  + Character can
    - Move
    - Attack
    - Heal
* Enemies/Baddies
  + Baddies can
    - Attack
* A Map that has
  + Tiles
    - Contain items
    - Contain baddies
    - Contain clues
* One way to win
  + Reach end of game with the following items in inventory
    - Space suit
    - Gold
    - Clues which give map to next location

# Notes on Implementation

Previous C++ Edition did not work mostly due to map tile difficulties

I will explore the possibility of recreating the map using a linked list for each map tile that holds the string name of a clue, an Item or a baddie. If the player’s location matches that of the map tile, the player will step through the linked list, add Items to Inventory or Fight baddie or read a clue if any exist on that tile.

I will work on refactoring this code so that it is clean and readable and designed well.

# Possible OOAD Patterns/Principles to Use

Currently I do not have good OOAD principles in place especially regarding polymorphism, and having each class be responsible for only one thing. Those will be the first things addressed.