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File : README.txt

CS110 : Final Project

Text-based dungeon crawler java program where the player is able to make certain choice which affect their character, then battle various randomly generated enemies. The combat is turn based where the player and enemy go back and forth attacking and dealing random damage within a certain range. The player is able to heal using health potions, which are earned as drops from defeating enemies. Near the end the player can fight enemies as long as they want, and when they are done, they are able to "escape" the dungeon. Their high score is written to a file along with their name.

To play, run DungeonRPG.java which contains the main method.