Wanted game mechanics.

Minimum requirements:

* Player input so player can interact with the world.
* Player character with stats. (health, stamina, gold, experience points)
* Items (sword, health potion)
* Enemies the player can fight against.
* Turn based combat system.
* A store to buy things from.
* A generated dungeon. (randomly connected pre-made rooms)
* Story build into the dungeons

Extra requirements:

* randomly generated dungeons with set rules

- locked rooms that requires a key  
- there must only be one boss room  
- boss room must be generated far from entrance  
- a minimum amount of monster encounters  
- a minimum amount of gold acquired to make progress possible  
- enemies get stronger the closer you are to the boss room.

* more enemies with types and strengths and weaknesses

- slimes being weak to fire weapons but strong against water weapons.

- skeletons being weak to blunt weapons but strong against bows.

* More items (spears, bows, stronger potions, etc.
* More story and hidden lore (found through books in rooms for example).

If I have time left over:

* Make dungeons have visuals through a map made from colored cubes.
* Make combat have visuals through ascii art.
* Generally, give the game visuals that allow the user to better understand the world.
* Allow for the saving your progress.