Design for final project

Final project: text-based adventure.

Content: it is the text-based adventure, player have 3 quest to conquer, only finish all of them. The game will finish.

The way to conquer quest is get enough atk &armor, both of atk and armor need gold, only finish one of quest player will have gold. So first quest will be easy then be more and more hard.

Player have 3 skills to damage boss, 2 skill will cost mp, and one skill will get mp even though the atk will be low.