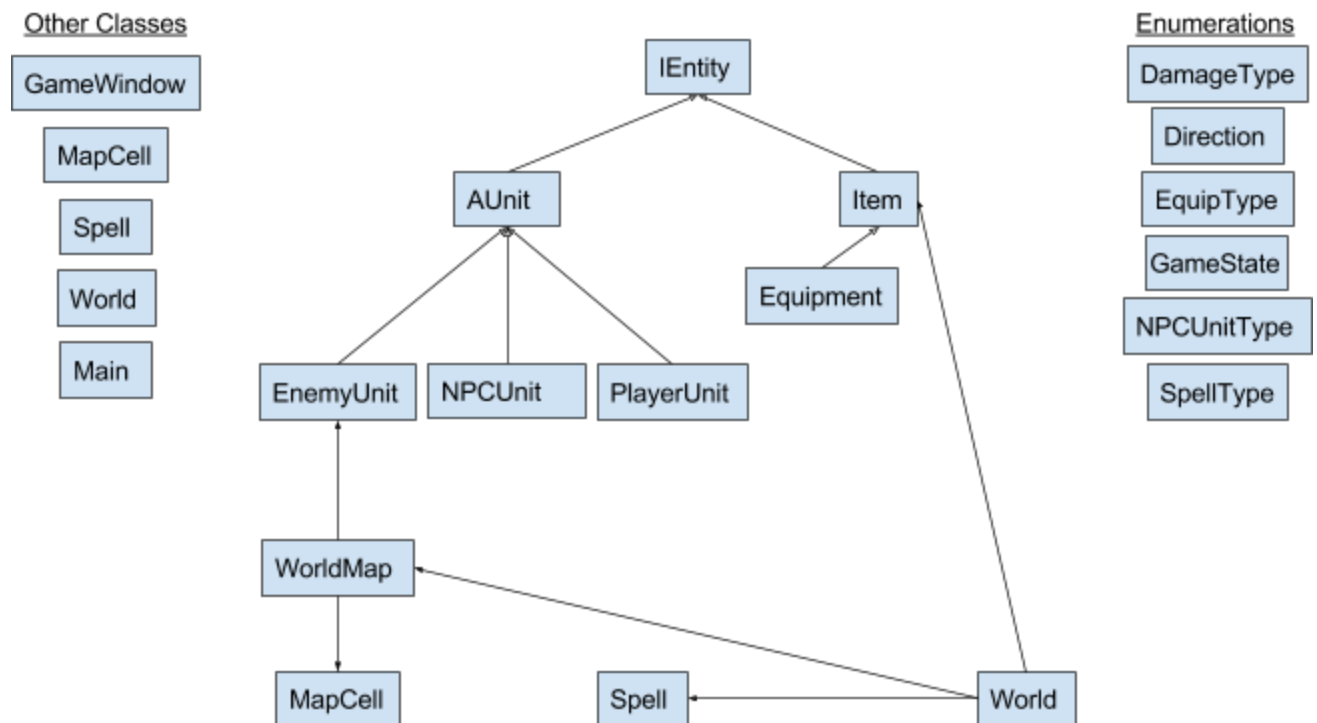Implemented proposed features:
- 2D graphics
- A semi-advanced combat system with damage types and critical strikes
- Shifting between live movement in the real world, and turn-based movement in combat
- Random encounters
- Inventory and Item System
- Stats and Leveling System

Class Hierarchy

Memory Management:

Our code utilizes only dumb pointers, but we do so with care. Each constructor for an object has an appropriate deconstructor that systematically deallocates and deletes every pointer and its data.