CSCI_4448

Dungeon crawling game, Project for CSCI-X448

- **Name:** Samuel Leon

- **Github Link:** https://github.com/Sale3054/CSCI_4448-Browserator

- **Title:** Explorerator

- **Actors:** PC User

- **Description:** A text/kernel based dungeon crawler RPG, wherein users are trying to find the end and explore the world and mess around and stuff.

- **Functionality:**

  - Users can create a named character
  - Users can select a class for their character (select from three)
  - Environment will have a room layout with 4 directional options (N, S, E, W)
  - Rooms will contain an enemy or item
  - Users can interact with items
  - Users can interact with enemies
  - Users can view their character
  - Characters will have health, locations, and action points

  [OPTIONAL] Stretch Functionality:

  - Can save game state
  - Enemy encounter system
    - Turn based
  - Item/loot table