**Offensive Items:**

Stick

Sword

Axe

Mace

**Defensive Items:**

Wooden Shield

Bronze Shield

Silver Shield

Gold Shield (Only available when user’s EXP value is 3 or higher)

**Monsters:**

Low level monsters

Medium level monsters

High Level monster

Secondary High Level monster/ General Monsters

King monster

**Sound Effects:**

3 different background music for Tavern/Store/Forest

1 Background music for battling:

4 different attack sound effects depending on what offensive item the user is using.

2 sound effects for winning or losing a battle

1 sound effect for when can’t run away

**1 Story beginning:**

Showing at the beginning right after the user set name and/or age for the character

**4 Story endings:**

Depends on when the user quit the game: 1.the king monster got killed 2. The character got killed 3. Quitting from the middle of the game, after the user has fought with a monster and when neither the king monster or the character is dead. 4. Quitting before fighting with any monster.