Combat System: This combat system will trigger a new event when in its specific room. If a player enters a room that is labeled “combat”, then a new combat event will take place.

For the combat system, I think it should work 1 of 2 ways:

1. Have a timer and you must hit the space bar when indicated to (swing) your weapon. If you don’t swing it in time, you take damage. If you swing in time, the enemy’s damage degrades. Whoever’s hp goes down to 0 first.
2. Imagine a Pokémon system. Recreating a Pokemon system would be a very difficult way to do it, but it would add diversity to abilities and lore. You would have 1 of 3 options to choose from to attack. At random, one of the numbers would hurt the enemy, and the other two would hurt you. It is all chance based.