Pseudo-code:

1. Player starts game and enters game world. The player’s stats (strength, hit points) are set randomly within a certain range, level is set to 1, experience is set to 0.
2. Choice:
   1. If the player has items, can choose to look at those items, and from there to use/equip them.
   2. Player can choose to look for enemies. If level 1-2, can look for easy enemies. If level 3-5, can look for medium enemies, if level 5+ can look for hard enemies. If found, enter battle with enemy type found.
      1. Battle – while HP for both player and enemy > 0:
         1. Player strength value modified within a range to get attack value. Enemy HP – attack value.
         2. Enemy strength value modified within a range to get attack value. Player HP – attack value.
         3. When enemy HP = 0:
            1. Enemy dies
            2. Player gains experience value of enemy
            3. Player gains items enemy was carrying/had equipped
            4. Return to Choice
         4. Player can choose to flee, if successful (math) then return to choice.
      2. If enemy not found, return to choice.

Dictionaries

All rooms -> directions -> next room

Commands -> methods

Candidate classes:

Character:

* Represents the player’s character
* Attributes:
  + Hit Points
  + Strength
  + Level
  + Experience
  + Item List
  + Weapon
  + Armor
    - Head
    - Body
    - Legs

Enemies:

* Represents monsters that the player can fight
* Attributes:
  + Hit Points
  + Attack
  + Experience given
  + Items dropped
  + Difficulty level
  + *Equipped items*

Items:

* Represents items that the player can carry, use, or equip
* Attributes:
  + Hit Point stat Modifier
  + Attack stat modifier
  + Equippable:
    - Slot equipabble
  + Single Use:
    - Permanent
    - Temporary