Text Based RPG

Goals:

* To have a completed, functional text-based RPG in the mold of NES text based rpgs.
* To utilize classes/objects and master these topics
* To utilize dynamic memory allocation and master this topic
* To have a project that showcases my abilities which I can show to potential employers/recruiters
* To maintain detailed notes of progress
* To complete a large, long-term programming project and become familiar with the process of writing large programs