Text-Based RPG

Elements:

* Main menu opens right away (loop/switch statement)
  + Start
  + Exit
  + Readme/instructions
  + Credits
  + Eventually resume/save states
* Inventory of items
  + This will be a linked list or other dynamic memory
  + Eventually can be saved
* Random mob encounters
* Linear story/gameplay
  + Eventually will have more choices
* Input validation for every choice/keystroke
* ASCII art for opening menu
* Include good/bad choices that are tallied and your score affects your abilities or proficiencies with items or spells positively or negatively
* Weapons and armor
* Spells
* Setting could be Minneapolis during the riots and use real locations
* Experience/leveling system
* Skill Trees
* Different character classes
* Character health bar