Anything in parentheses will not appear in the actual UI implementation

Main Menu Design

```
Dungeon Hero - Roguelike Game

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  1. Start Game (Clears screen, moves to the customization menu)

  2. Quit (Clears screen, terminates program)



Enter your choice:
```

Customization Menu

```
Hello adventurer!

Which best describes you?

Growing up my parents were…
1. Bankers
2. Town guards
3. Blacksmiths

(options will changes as user creates their backstory and the options will affect
their stats in game)

 Enter your choice: (User will put in a number input in order to choose)
```

<u>Game</u>

Floor 1 (text will change depending on map interactions)

```
                        (level loaded in by txt file)
        #######################              ###########
        #_____S_____#########_____#
        #_@_____L____#
        #_____#########_____#
        #_____g_____#          ###########
        ######################
```

(In the level '#' will be walls, '_' will be movable space, enemies will be
different capital letters like 'S' and interactables will be lowercase like 'g')

Level 1 Gold 0 HP 20/20 Str 16/16 Arm 0 Exp 0/4

(User will be able to input wasd to move and space to interact)

<u>Death</u>

You Died!

You made it to floor 1 (number will change depending on floor)

Press 'r' to go back to menu

<u>Quit</u>

Thanks for playing Dungeon Hero. Goodbye!