Anything in parentheses will not appear in the actual UI implementation Main Menu Design

Dungeon Hero - Roguelike Game
Start Game (Clears screen, moves to the customization menu)
2. Quit (Clears screen, terminates program)
Enter your choice:
Customization Menu (under development still)
<u>Game</u>
Floor 1 (text will change depending on map interactions)
(level loaded in by txt file)
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)
(User will be able to indut waso to move and space to interact)

## <u>Death</u>

(under development still)