

Current Location: Path of Riddles Room 1	Time Limit
Player Name	
Health: 100	
Attack: 25	
Defense: 10	
Equipped Weapon: LongSword	
Equipped Weapon: Longoword Equipped Armor: Jazerant	
Inventory: Healing Potion x2, Chainmail, Katana	
Game Dialogue	
Carric Dialogue	
> Player Input	

Character Class

-hp, attack

- -takeDamage()
- -attack()-isDead()

Player extends Character Class

-hp, attack, defense, equipment [weapon, armor], inventory

- -takeDamage()
- -attack()
- -isDead() -equip()
- -unequip()
- -discard()
- -pickup()

Boss extends Character Class

- -hp, attack
- -takeDamage()
- -attack()
- -isDead()

Riddle Class

-guess()

Trivia Class

-guess()

Rock_Paper_Scissors Class

-playerTurn()

-computerTurn()

Tic_Tac_Toe Class

-playerTurn()

-computerTurn()

Unscrambled Class

-guess()

Item Class

-useltem()