**Text Based Adventure Game**

(These are the bare minimum I would like to see, if you want to add more feel free to)

1. **Item Class** 
   1. Create an Item Class that contains a name, description, value
      1. The item class must have a function toStr that will return all variables associated with the item as a string
   2. Create a subclass for currency
   3. Create a subclass for weapons
      1. Create 3 specific weapons
2. **Monster Class**
   1. Create a Monster Class that contains a name, hp (int), damage (int)
      1. Create a random damage roll from the monster’s damage value
      2. Create a function to determine if the monster is above 0 hp
   2. Create 3 classes that extend monster that are unique from one another
3. **Player Class**
   1. Create a Player Class that contains hp (int), inventory (list), and location (int for now (we can add 2d element later))
   2. Create a method to check if player is alive, print inventory, and equip weapon method
   3. Create an attack method and a take damage method (hint for the attack method: take in an enemy as a parameter)
4. **Room Class**
   1. Create a Room Class that has a roomText variable. This variable will explain what the room is. Have a completed variable to indicated whether the room has been cleared.
   2. Create a loot room that contains an item that the player will append to their inventory
   3. Create an enemy encounter room that contains an enemy
5. **Main** 
   1. Create a list of rooms that randomly chooses between the room types
   2. Have the player go through the list fighting monsters, and receiving loot for the duration corresponding to the random list
      1. Hint for writing this section:
         1. Create an outer loop that checks whether the player has reached the end or if the player has 0 hp
         2. Loop through the room list to determine what room will be next
         3. If it is a monster room create a loop with a conditional containing if the monster or player is alive