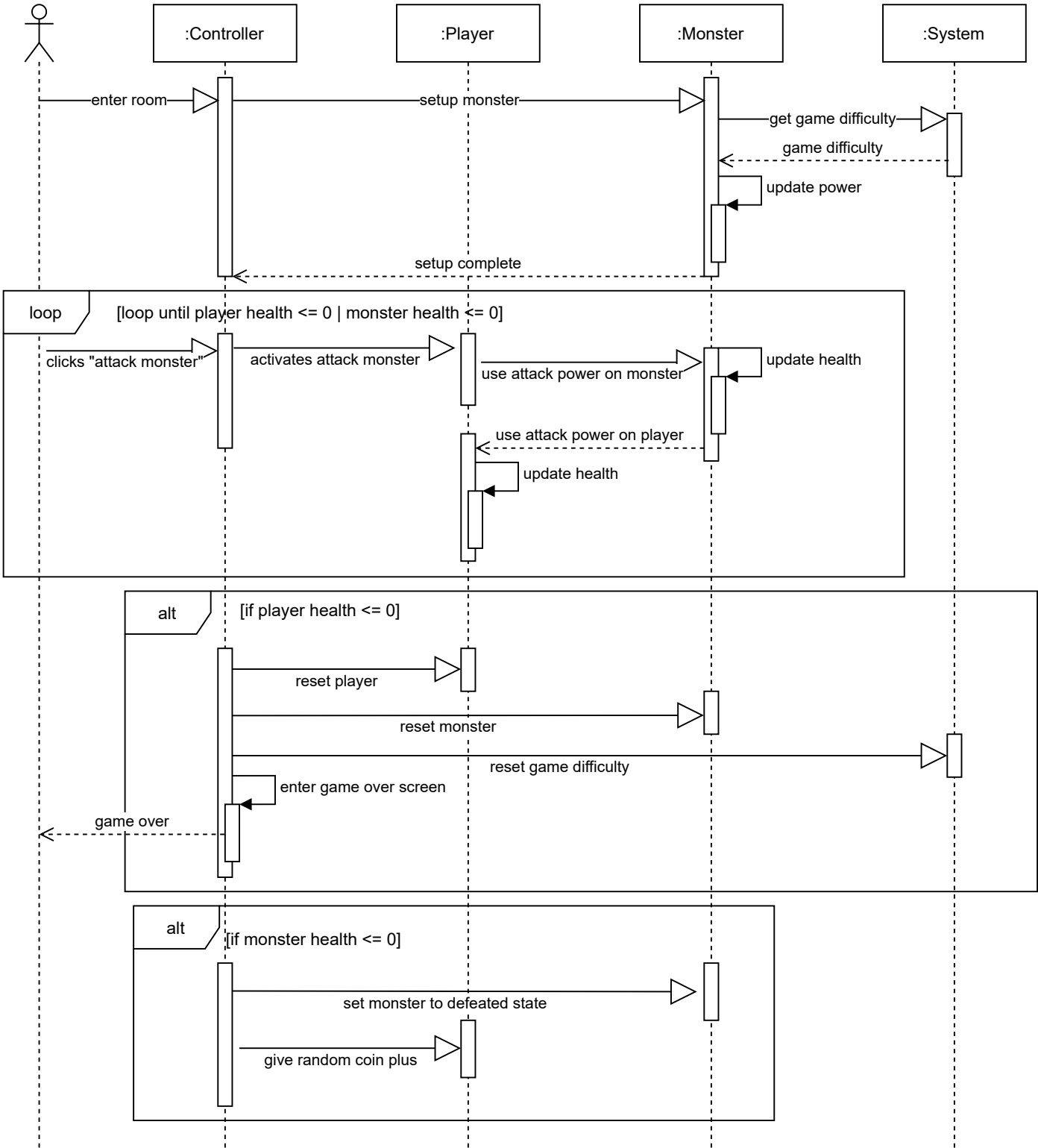
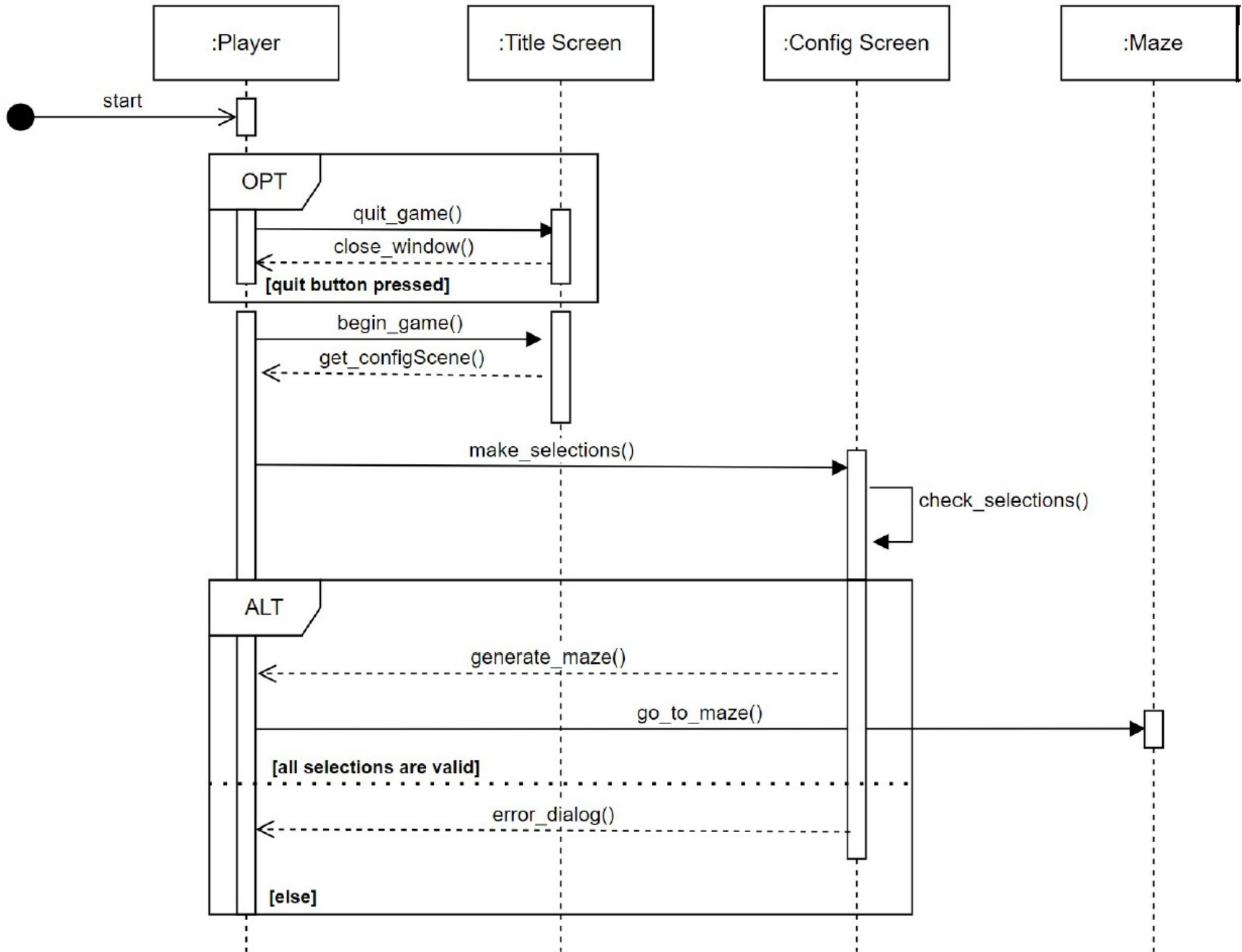


User Story: As a programmer, I would like to implement a combat system with enemies so that users can progress through the game by giving players the change to win loot as well as have some added difficulty/strategy to the game.

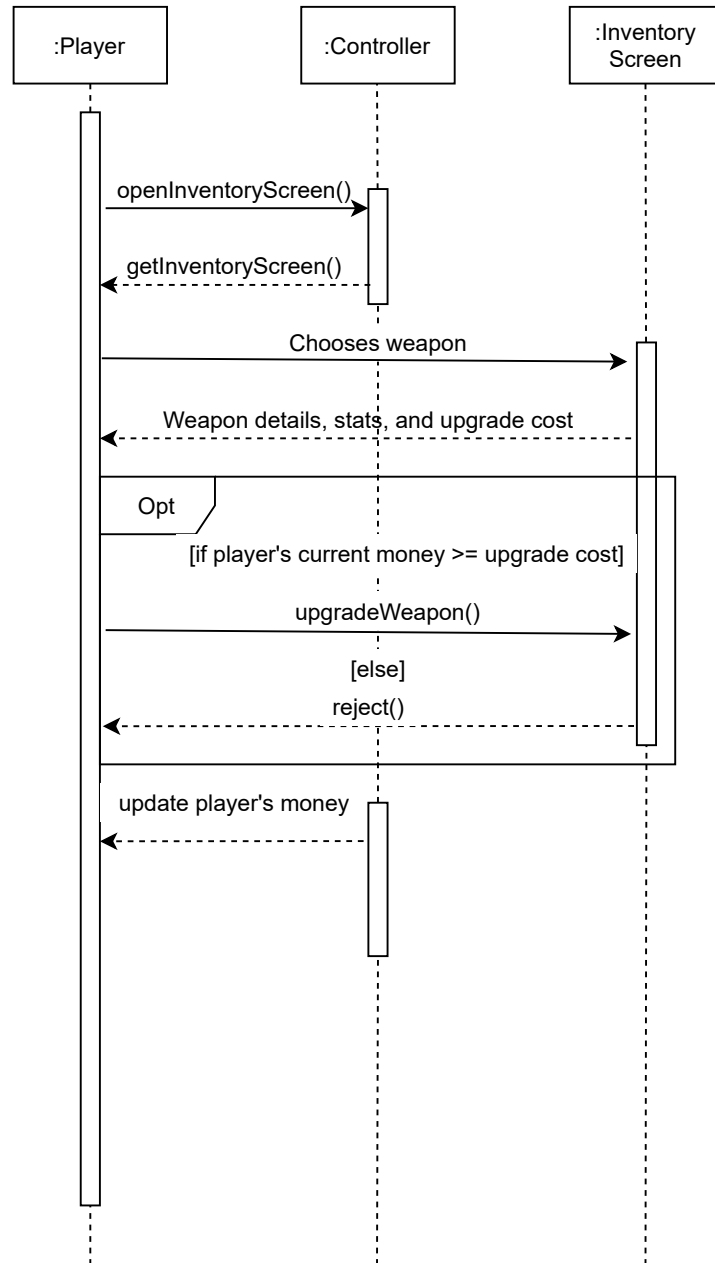
Monster Combat System



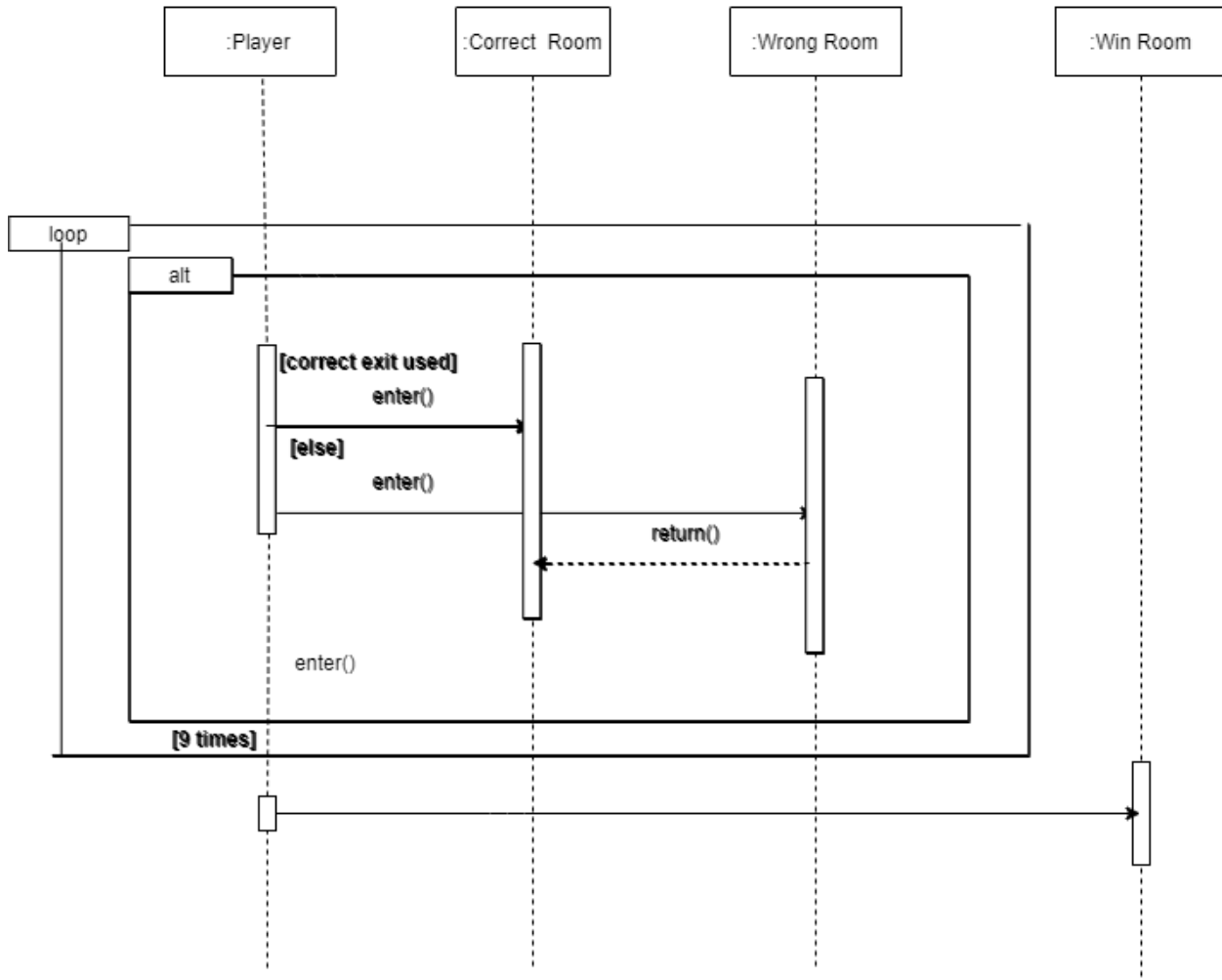
As a player, I want to choose my name, difficulty, and weapon so that I can begin playing the game.



User Story: As a player, I would like to have an inventory screen so that I will easily be able to view and upgrade items that I collect from the dungeon.



As a room developer, I want to create arrow buttons that sends player from room to room so the game functions well.



As a player, I want to purchase items at the merchant, so that I can have new potions and weapons

