**Bugs that I found and fixed**

* Random number of rooms to move to (Fixed by using connections.csv)
* Repeated rooms to move to (Fixed by using connections.csv)
* Imputed string makes infinite loop of “invalid choice please try again”
* File is read starting from 1 not 0, resulting in an option for the room being null sometimes and the 10th room will never be selected.

**Bugs I have not fixed**

* You get hit when running away
* The elf still has a turn even if its dead
* Looking around room once running says a battle happened here

**How I improved 159-180**

I made it so that that a line in connections represents the connections for that room. Each number in a line in connections represents a possible room you can move to. Counting starts from 0. Eg. The first line in connections is 0,4,7, which means from room one you can go to room 1,5 or 8.

**What I added to the game**

Random rooms: I did this by selecting a random line from connections.csv. To know what rooms you can move to it works as default.

Fighting feature: You can fight either an corrupt elf (normal enemy) or and eldritch horror (boss). When fighting you can either attack, block, or run. Attacking makes you deal damage, blocking makes you heal, running teleports you to a random room but you lose 50 coins.

Coins: You get 100 for defeating a corrupt elf

Goblin market: When you have 500 coins you can buy goblin militia, which heals you and deals damage

Dwarven smith: For 1000 coins you can buy hammer which increases your damage

Eleven library: boss spawns here

Boss: Once defeated you permemnatly do more damage