1. NPC: (+20)

We are adding NPCs to every room in the dungeon, each NPC will be considred a  "monster" and will have 1 health, when NPC loses, the NPC will "die" and dispear from the dungeon. Each NPC has a name and greets you with a friendly message as you enter the room they occupy. This message disappears when they are defeated. To engage in combat, you must type in “battle” when you are in a room with an NPC.

2. Health Packs: (+5)

After every win of rock, paper, scissors, the NPC defeated will drop a health pack that adds one health to current health.

3. Combat: (+25)

We are adding the functionality to fight the NPCs in each room of our dungeon. If you type battle you will be placed in combat with the NPC in that room. The fight will consist of a game of rock paper scissors, if the user wins, their score will increase by 2 points(max score of 10), if the user loses, the user loses 2 points. If the user and NPC tie, no action is taken.