Things that we need to work on:

WE NEED GITHUB GODS TO SMILE UPON US SO WE MAY GET CREDIT FOR USING GIT

Formatting-

1. Rooms

* Need the map layout with the healing rooms and safe rooms as well as the hidden pathways
* Healing rooms need logic
* Safe rooms should not have any monsters
* Randomizer(some items)
* RoomNames need to match table
* RoomDescs need to match tables
* RoomItems need to match tables
* RoomPuzzles need to match tables (not all puzzles are done yet)

1. Monsters

* Need monsters with proper damages (already done basically)
* Need Proper names
* Boss monsters need proper rooms

1. Puzzles (some puzzles may not be able to be implemented might have to do something similar)

* Puzzles are done so far in a way we can type them in, we may need to modify them so that the correct and desired inputs can still be applicable.
* Puzzles need to have rewards (some)

1. Items

* Items need damage values
* Items need specific buffs (we may not get to it for semi finals)
* Items need skills
* Items need enum classifications
* Item Randomzier( some)

1. Navigation

* Basically done but needs some slight modification
* Start command to start the game
* Modify some names (Ex. Drop = discard)
* Combat(need to add more skills)
* Jump command
* Save
* Load
* Pickup(needs modification for keep or discard)

1. Code

* Puzzles will need to have some modification to allow for some of the puzzles
* Combat needs to have skills and some other applications
* Most code just needs to be re-defined (Ex. Drop = discard, grab = pickup)
* Puzzles prints twice as well as monsters (for now puzzles crashes the IDE upon correctly answering however fighting the monsters does not crash the game.