**Cheat sheet**

Changes we implemented:

-Health bars now have color (green for play, red for enemy) This was pretty easy to implement, as all I had to do was change 4 strings by setting them to be specific colors.

-Each room has a description which will be shown after you kill the monster guarding each room. This was a little more difficult to do, as we were running low on time so we had to do a simplified method of determining what to print out for each room, and we had to write all the descriptions.

If you follow this cheat sheet then you will go and grind kills until you reach 100 damage and some extra health, then fight the bosses and leave.

South, attack, attack, west, attack, attack, east, attack, attack, north, south, attack, attack, north, upgrade health, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, south, attack, west, attack, north, attack, south, attack, east, attack, south, attack, south, attack, east, attack, attack, west, attack, north, attack, north, attack, north, upgrade health, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, upgrade power, south, attack, east, attack, north, attack, south, attack, east, attack, attack, west, attack, west, attack, west, attack, west