**Done:**

* All player characters are starting with the correct stats
* All potions have effects of 1.5 on Drow
* Vampire gains 5 HP for every successful attack
* Vampire has no max HP
* All enemies randomly move within confines of
* Elf gets two attacks against every race except drow
* Halfling has 50% chance of getting hit
* Merchant are neutral to all parties except when attacked
* Effects of potions work
* Potions print as P and are unknown until used
* Effects of BA, BD, WA, WD only last every floor
* Orc does 50% more damage to Goblins
* Gold can be picked up if it’s not DragonHoard
* Prints floor correctly
* Player is spawned randomly
* Stair is spawned not in PC’s chamber
* 10 Potions are spawned randomly
* 10 Treasures are spawned randomly (by indicated probability)
* 20 Enemies are spawned randomly
* nextLevel generates when PC moves onto the stairs
* All enemies (except Merchant and Dragon) are hostile towards PC and attacks it within a 1 cell radius
* Enemies have a 50% chance of missing in combat
* Calculation of damage implemented
* Display all PC information and level and points correctly
* Can quit
* Can restart game

**Not Done:**

* Troll regains 5HP every turn
* Goblin steals 5 gold from every slain enemy
* Dragons are stationary and always guard a treasure
* Humans drop 2 piles of normal gold
* All enemies drop small or normal pile of gold upon demise
* Merchant drops merchant Hoard
* Action is not displayed 100% correct
* Player dies