To do list

1. Monsters in the game
2. Combat
   1. List of options for what to attack. For example, run or use item already picked up

HIT \*monster\* with rock

HIT \*monster\* with holy hand grenade

RUN

1. Win conditions
2. Work out how to go back
3. Add ‘keys’ to random rooms
   1. Too easy to get to the boss room, need conditions to get there
4. Ascii