Main File Structure

1. Game.py
   1. Main game file contains all the structure of the game
2. Map.py
   1. File with rooms and exits
3. Items.py
   1. File for all the items in the game, which give bonuses to the player’s overall fighting stat
   2. These will be dictionaries with the following attributes
      1. Name
      2. Class Requirement (If any)
      3. Addition (or subtraction?) to fighting stat
4. Monsters.py
   1. Dictionary of all the monsters in the game
   2. These dictionaries will have the following attributes:
      1. Name
      2. Description
      3. Level
      4. Treasures Gained
      5. Bonuses for monster vs certain classes?
5. Classes.py
   1. Dictionary of all classes and their bonuses
   2. These will have the attributes:
      1. Name
      2. Class special abilities?
6. Curses.py
   1. Dictionary of all curses
   2. Attributes:
      1. Name
      2. Effect
7. Player.py
   1. Variables for player such as current\_room, current\_class, current\_fighting\_strength, etc.

Things to do

1. Finalise game structure
2. Create monster, class and item ideas
3. Create game
4. Create presentation

Extra Ideas

1. Monsters
   1. Tyrannosaurus Mex
   2. Dragon in a Wagon
2. Game
   1. If you cannot beat a monster, try to run away and if you roll a 2 or a 4, you escape if you do not escape you lose a level