Game Ideas

* Dungeon crawler
  + Go through different dungeons killing monsters to increase player stats
  + Boss battles, Final boss is Kirill (on a bear)
  + Loot also to increase player stats
  + Gain loot when a monster is killed
  + XP system
  + Monster’s descriptions (funny)
  + Character descriptions
  + Pick character characteristics (maybe)
  + Classes (certain loot can be used by certain classes), class bonuses
  + Random loot
  + ASCII art
  + Negative Effects (bad stuff)
  + Damage/Health