



General Ideas/Strategies

- Map
 - Randomly generated size & populated with monsters
 - Store(NPC inventory) to buy supplies (food/pots/etc) from throughout the map
- Character
 - Abstract class with extensions for “Hero/Monster” containing all variable information to be used as well as an Inventory object to store the Item objects to be used by the Hero while going through the Map and the stats for the character types during fights, etc.
- Inventory
 - Allowing a player to store a limited amount of Items to be used throughout the Map by the “Hero”.
 - Is an interface, creating two types of Inventory for Hero character or aforementioned Store(NPC) character, etc.
 - Allows for selling/buying of items by the character, acts like a middle man between Items and Character
- Items
 - Abstract class which works as the base for each of the item types
 - Food/weapon/armor/helmet/potions...etc
 - Within these subclasses, all that needs to change is some of the variables for how much these items help, preventing lots of additional subclasses needing to be made. (could possibly shrink it even further)