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User cases

User types in "Help"
        A list of commands is printed out to the user.

User types in "Check Status"
        The users Health, stamina, currency, and other values are printed out.

User types in "Inventory"
        The content of the users inventory is printed out.
User types in an item in their inventory
        If the item has health effects
                Item effects user's health
                User is brought back to main menu
        If the item has no effect
                User is brought back to main menu
        if the item has another effect
                The specified effect occurs (gain currency, status infliction, etc.)
                User is brought back to main menu

User types "Reset Game"
        If the user types "yes"
                Game is reset
        If the user types "no"
                User is brought back to main menu

User types "Exit Game"
        If the user types "yes"
                Game is exited
        If the user types "no"
                User is brought back to main menu

User types "Quests"
        Quest list is presented to the user
        User types quest name
        User goes on an adventure
        User is brought back to main menu