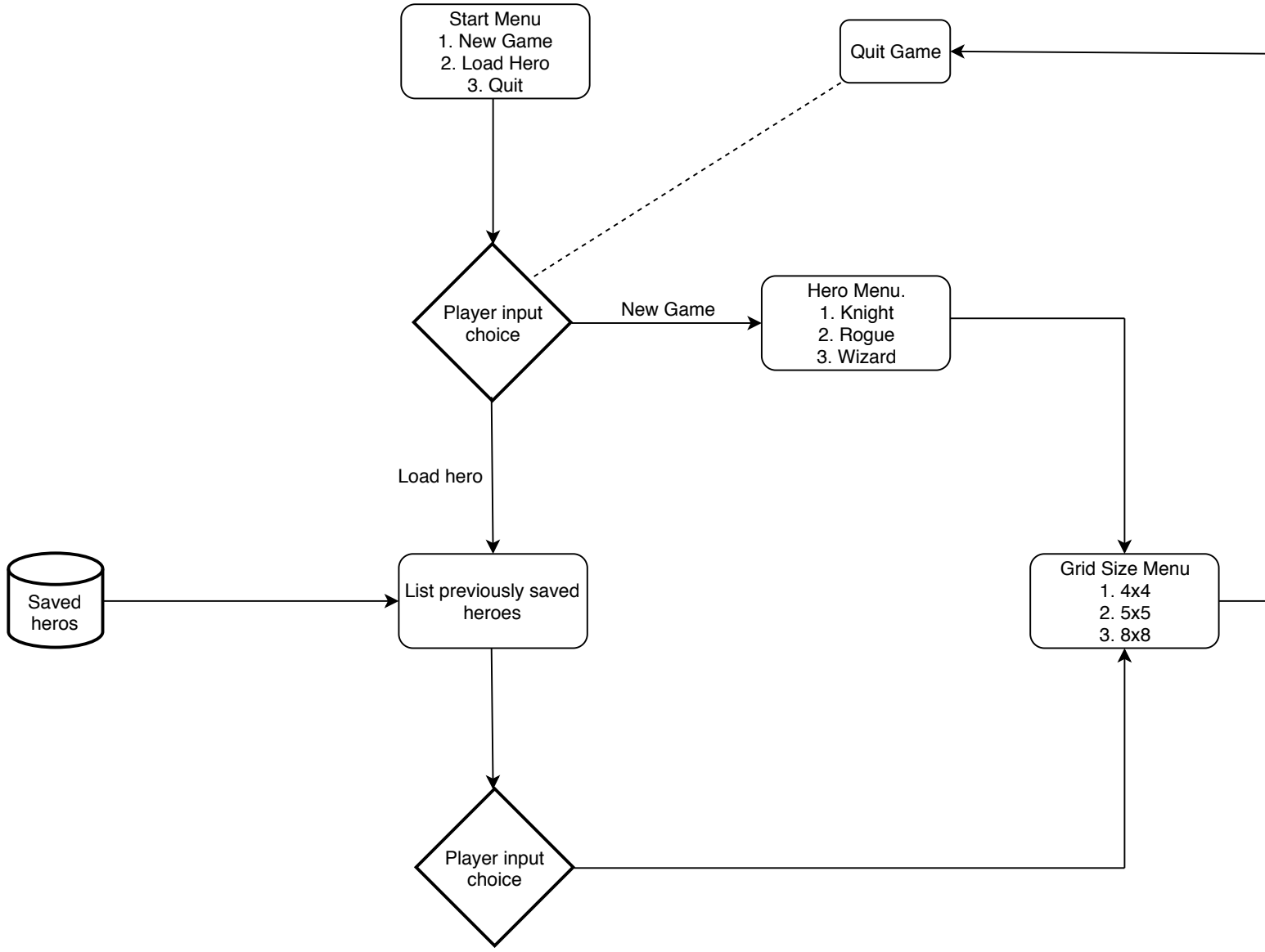
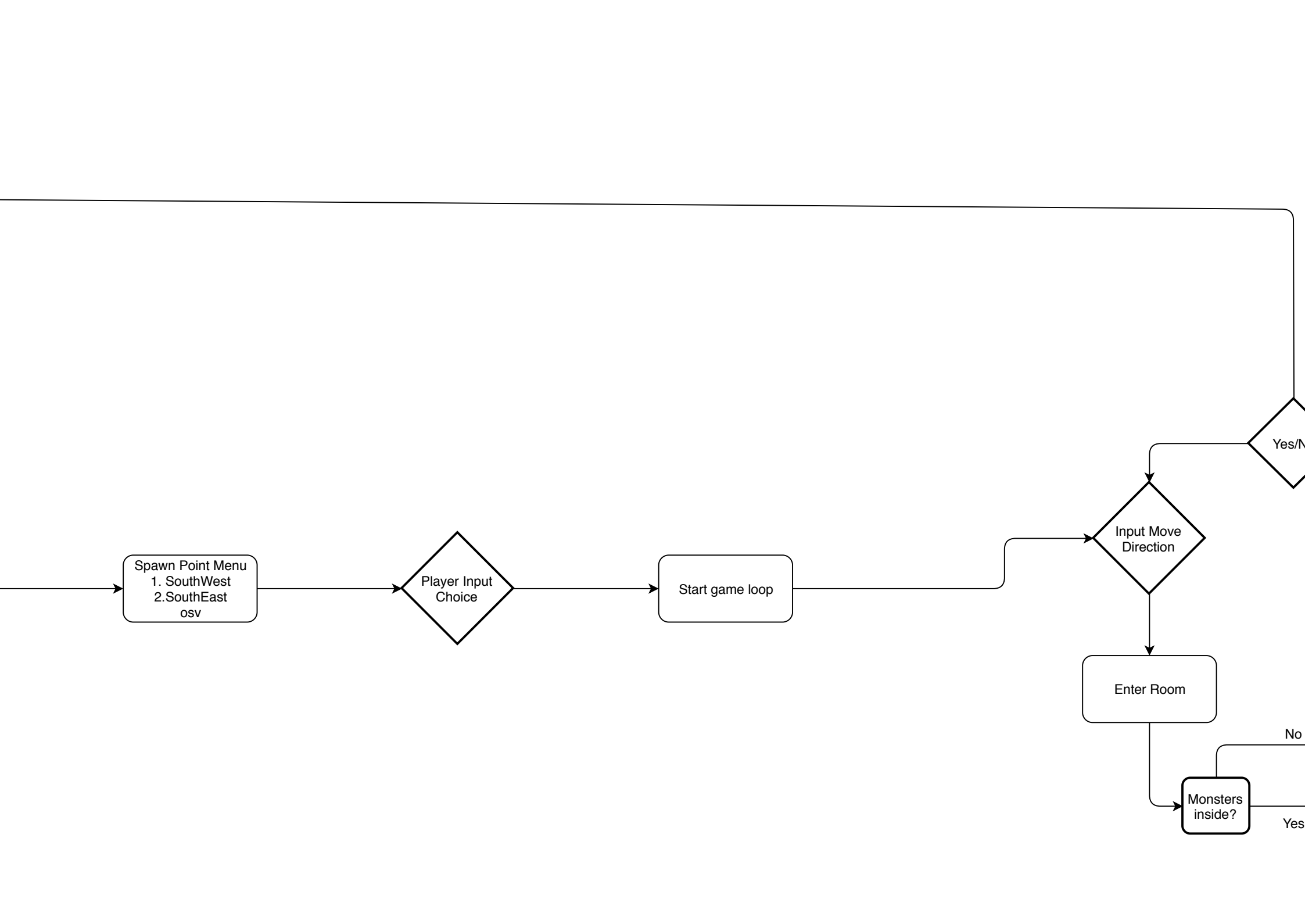
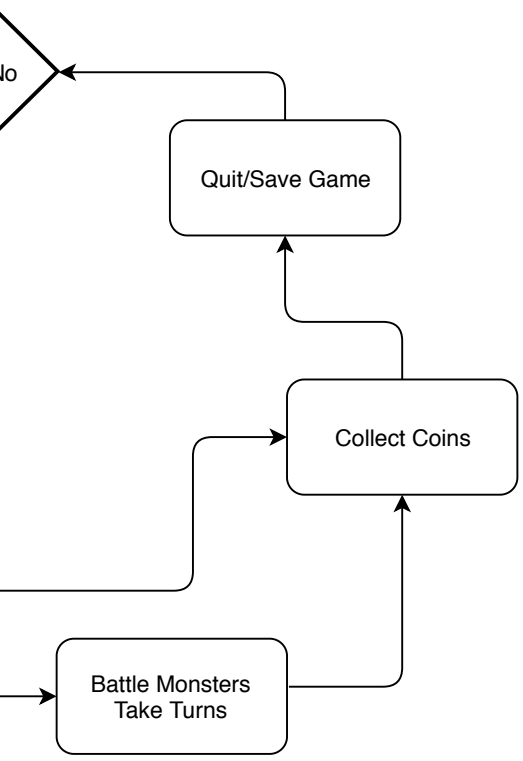
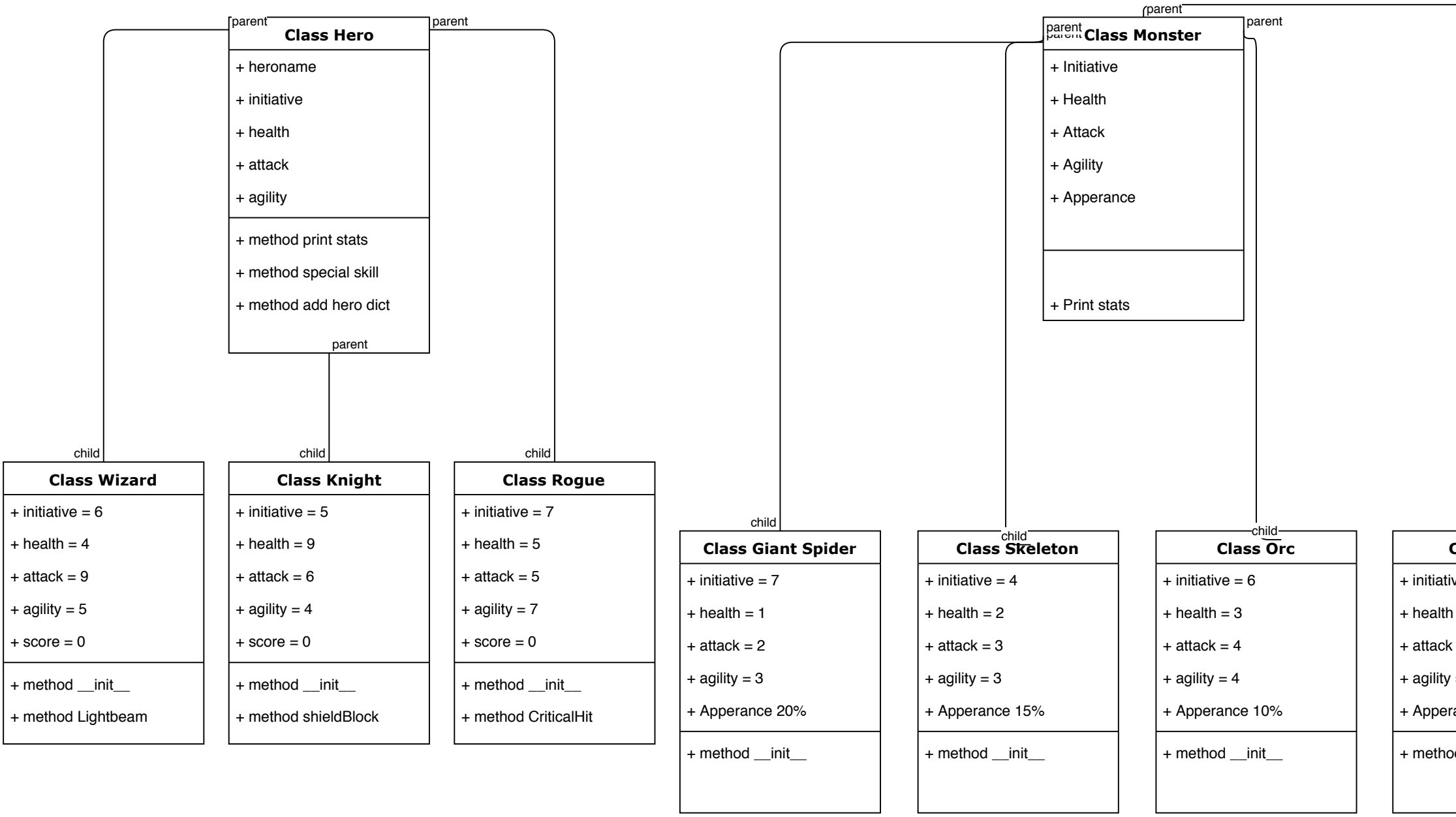
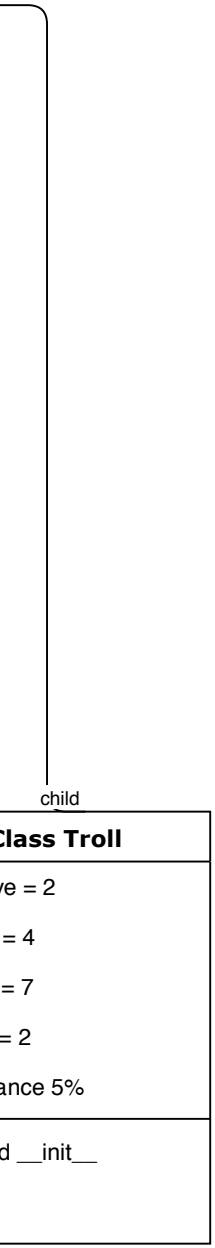

Start Menu
1. New Game
2. Load Hero
3. Quit
Quit Game
Player input choice
New Game
Hero Menu.
1. Knight
2. Rogue
3. Wizard
Load hero
Saved heros
List previously saved heroes
Grid Size Menu
1. 4x4
2. 5x5
3. 8x8
Player input choice


Spawn Point Menu
1. SouthWest
2.SouthEast
osv
Player Input Choice
Start game loop
Input Move Direction
Enter Room
Monsters inside?
No
Yes
Yes/N


No
Quit/Save Game
Collect Coins
Battle Monsters
Take Turns

Text


parent
Class Hero
+ heroname
+ initiative
+ health
+ attack
+ agility
+ method print stats
+ method special skill
+ method add hero dict
parent
parent
parent
child
child
child
Class Wizard
+ initiative = 6
+ health = 4
+ attack = 9
+ agility = 5
+ score = 0
+ method __init__
+ method Lightbeam
Class Knight
+ initiative = 5
+ health = 9
+ attack = 6
+ agility = 4
+ score = 0
+ method __init__
+ method shieldBlock
Class Rogue
+ initiative = 7
+ health = 5
+ attack = 5
+ agility = 7
+ score = 0
+ method __init__
+ method CriticalHit
parent
parent
parent
Class Monster
+ Initiative
+ Health
+ Attack
+ Agility
+ Apperance
+ Print stats
child
child
child
Class Giant Spider
+ initiative = 7
+ health = 1
+ attack = 2
+ agility = 3
+ Apperance 20%
+ method __init__
Class Skeleton
+ initiative = 4
+ health = 2
+ attack = 3
+ agility = 3
+ Apperance 15%
+ method __init__
Class Orc
+ initiative = 6
+ health = 3
+ attack = 4
+ agility = 4
+ Apperance 10%
+ method __init__


child
Class Troll
ve = 2
= 4
= 7
= 2
ance 5%
d __init__