**1.Beginning Text**

Hello young unemployed person! I'm professor Cemara, here to give you a chance to kill time. Please choose an engimon below to start your journey!

**2.Map Text**

- Interact:

munculin gambar engimonnya, print message unik engimon, jalanin sound engimon

- Battle(choose which to battle):

1. Engimon 1

2. Engimon 2

3. Engimon 3

- Save:

Success: Game successfully saved

Fail: Failed to save game. Please try again.

- Switch active engimon:

Active engimon successfully changed to X

- Reposisi active engimon:

X has step out of the map or hit another engimon/object. Repositioning...

**3. Help Text**

w - move 1 step north

a - move 1 step west

s - move 1 step south

d - move 1 step east

inventory – open inventory

switch – switch active engimon

interact – interact with active engimon

breeding – breed engimon

save – save game progress

(When encountering wild engimon): 1,2 or 3 - wild engimon selection to battle

**4. Battle Text**

Win:

Congrats you won!

You get X as your own engimon

if inventory full: Aw, your inventory is full, sadly you can't have X as your engimon

You get the skill item Y

Z gains xxx Exp

if level up: Z level up to ...

if level up and die (max cumulative exp): Sadly, Z reached max exp and died

Lose :

Oh no!

You lost...

X lost 1 life

if X life = 0: X ran out of life and died

You got away somehow

**~~5. User Input~~**

~~Dari input pengguna (w, a, s, d, wild engimon index(battle), switch)~~

**6. Inventory Desc**

- Engimon:

Nama engimon/Element/Level

- Skill Item:

Nama skill item/Element/Base Power/Amount

**7. Engimon Details**

Life:

Parent (name&species):

Species:

Elements:

Level:

Exp:

Cum exp:

Power level:

**8. Skill text**

Elements:

Name:

Base Power:

Mastery level:

**9. Breeding Stats**

Parent:

Name:

Species:

Level:

Elements:

Child:

Species:

Level:

Elements:

Power level:

**10. Battle Stats**

Enemy Engimon:

Name:

Species:

Level:

Elements:

Power level:

Player Engimon:

Name:

Life:

Species:

Level:

Elements:

Power level: