**Humans VS Goblins**

1. Everything must be objects: land/goblins/humans
2. You must override the toString method to represent each of the object
3. Create a grid for the game world
4. Use UTF characters for the players and goblins and the land
5. Game is turn based move: n/s/e/w
6. Once a human and goblin collide combat is initiated
7. Combat uses math.random
8. Extras:
   1. human has inventory system
   2. goblins have drops
   3. stats can be modified by equipment
   4. map gen random treasure chest after each round of combat
   5. goblins pursue player