**Miscellaneous Dialogue**

**Hero**

"You are attacked by " + # of monsters + "monster/s!";

"You are hit! You lost: " + damage + "Health";

"You have successfully defeated the monster/monsters!";

"You take a step back..."

"You attack with your: " + item + "...";

"You throw: " + item + "....";

"You raise your shield...";

**Monsters**

"Monster: " + # monster + " has the element type of: " + elementType + ".";

"The enemy attacks with: " + elementType ".";

"The enemy misses.";

"The monster squeals as it is struck.";

"The enemy loses: " + damage + "lifepoints.";

"The monster/monsters dropped the following items:" + item

**Items/Inventory**

"You pick up: " + item + " and put it in your inventory.";

"You use: " + item + ".";

"You Drop: " + item + ".";

"You swap out: " + item + ", for: " + item + ".";