**Text-based RPG**

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Theme: Text-Based RPG.

Purpose: To create a simple text-based role playing game from the early age of gaming, approximately the 1980’s. The player has to input either string or number to play the game while the game generates event to create a story.

Features:

* Character creation – This will create your avatar that will interact with the world.
* Exploration – This will generate different scenarios when your avatar is looking through a dungeon.
* Battle system – This feature allows the player to encounter enemy randomly.
* Game will only end when your avatar dies.

**Hierarchy**