Isaac, Wenchy; The Legends of Rahal

Features

* 3 different enemy types that each have their own attack patterns
* Ogres tough and have a lot of health and damage
* Goblins weak and try to stab you
* Skeletons are more in the middle stats wise
* 10 different rooms each containing multiple things
* Health bar displayed and updates according to current health
* Potions and weapons that increase your stats
* Portals that teleport you to different rooms
* Enemy random movement patterns
* Attack animations
* Win screen
* Can save and load games
* Can search for things (not while in the game)
* Player can move using arrow keys
* An awesome game name

To make the game more realistic we added enemy movement, a health bar that tracks the players health, enemies that have different attack patterns, a turn based combat system, different types of enemies, defence and attack stats, items that you can pick up and use, an inventory system to contain the items.