**Problems to fix in RPG Game 2**

When I attack an enemy it can go into minus point numbers, but it does not say that the enemy is defeated, and it lets me persist attacking it. **(Now FIXED)**

When an enemy has been defeated we need the player’s points to increase. The points should be based on the enemy’s health points. **(Now FIXED)**

I need to have a random option so that there is a half chance that the enemy can attack the player first. **(Now FIXED)**

When I pick up a spell and use it the spell is removed from my bag, but if I stay in the same room I can pick up the spell I’ve already used. This shouldn’t happen. Once the spell is placed in the bag it should be **removed from the room. (Now FIXED)**

In Female Bathroom one of the directions is ‘name’. Please change this so that it shows the **valid direction.**

**(Finished at 12 October 2016)**