***Features***

Level Generation - 20

* Find algorithm -7
* Implement algorithm -10
* Implement tile sets into algorithm -10

Hub Level Setup - 3

* Design map -9
* Spawn point -8
* Transition from hub to random levels -9

Player Character - 5

* Movement -7
* Health -5
* Stats (stamina, armor, etc.) -6
* Combat -3

Enemy Characters - 13

* Movement/ pathfinding -1
* Health -6
* Combat - 5

Inventory System - 13

* Pickup items,-7
* Use items - 8
* Input (hotkeys) - 5
* Weapons - 9
* Potions – 8
* Buff’s - 2
* De buffs - 2
* Armor - 2
* Weapons - 2

Combat System - 20

* Attack - 1
* Defend - 10
* Switch weapon - 1

Game Save - 30

* Loading saves - 6
* Saving game world - 9
* Save locations - 4
* Savings stats - 2

Graphics - 13

* Tile sets - 1
* Weapons - 1
* Npc’s - 1
* Player - 1
* Items - 1

Sound - 5

* Game effects - 11
* Music (maybe ?) - 2
* Combat sounds - 2

Pattern implementation - 40

* Factory - 2
* TBD

***Patterns***

Proxy – map creation

Factory -npc’s ,pickups ,

Singleton -use it for game management i.e lives, inventory etc