Prototype Specifications

1. The character must:
   1. Exist as a sprite in the world.
      * This sprite does not need to be animated beyond turning to face a new direction
   2. Have health
      * Does not need to die at 0 health
   3. Have a collision hitbox for enemies and walls
   4. Be able to aim and attack with at least one weapon
      * This weapon will require a sprite
2. The GUI must:
   1. Display a healthbar
3. The first floor of dungeon 1 must:
   1. Carve out a section of a grid at random and populate it with rooms
      * The first floor can be constructed using only 1x1 square rooms if necessary
   2. Allow movement between rooms
   3. Have at least one enemy
      * This enemy must have a sprite
      * The player can interact with this monster, dealing damage, taking damage, and killing the monster
      * The monster doesn’t have to drop anything
   4. Have at least part of the final tileset