The game is a roguelike dungeon crawler in which you venture through procedurally generated rooms using a method that is similar to the wave function collapse algorithm, with the caveat of using random choice instead of entropy to choose valid tiles. The main exploration phase is interacted with through a command prompt like interface. The player can move through rooms, and interact with interactables in there, and fight opponents. In battles players can use items, actions, view their opponents, or flee. When defeating an enemy players get their XP, which can be spent in the character sheet to gain class levels. The player can save and load games as well. All items, interactables, factions, enemies, rooms, and spawn pools are loaded from the mods directory from json files. The player has hp, and more. The player has an inventory of 12 items. The player can use items from their inventory as well. Enemies have a rudimentary ai system for determining which abilities to use. The game ends if the player is killed. Players can view statistics from their saves in the saves menu.