

1. As a player, I want to be able to create or join a party with other players, so that we can explore dungeons together and share our experiences
2. As a player, I want to be able to select the size and the difficulty of the dungeon, so we can have a personalized experience.
3. As a player, I want to earn gold by defeating monsters in the dungeon, so that I can purchase upgrades and improve my character's abilities
4. As a player, I want to be able to finish the dungeon by killing all of the bosses, so that I can have a complete experience
5. As a player, I want to be able to see the total amount of gold earned by my party, so that we can collectively decide how to spend it on upgrades.
6. As a player, I want to be able to purchase weapons, armor, and other items with the gold earned by my party, so that I can improve my character's combat effectiveness
7. As a player, I want to be able to purchase weapons, armor, and other items with the gold earned by my party, so that I can improve my character's combat effectiveness
8. As a Tank player, I want to be able to draw enemy aggression away from my party members by using defensive abilities and high health pool, so that I can protect my team during battles
9. As a Healer player, I want to be able to restore the health of my party members using healing spells and abilities, so that I can keep them alive and healthy throughout our dungeon exploration
10. As a DPS player, I want to be able to deal high damage to enemies using offensive spells and abilities, so that I can help my party defeat monsters quickly and efficiently
11. As a DPS player, I want to have access to different types of damage-dealing abilities, such as single-target attacks, area-of-effect spells, and damage-over-time effects, so that I can contribute to the party's success in diverse way

12. As a Healer player, I want to be able to prioritize healing on-the-fly based on the health status of my party members and the intensity of incoming enemy attacks, so that I can make split-second decisions to keep everyone alive
13. As a DPS player, I want to have access to abilities that allow me to control enemy movements or disrupt their actions, so that I can provide additional utility to the party beyond just dealing damage