* Genre
  + Stealth
  + Action
  + Role-playing
* Feature Set
  + Large Game World
  + Platformer
  + Crafting
  + AI
  + Stealth
  + Stamina based assassination/combat
* Rendering
  + Scrolling vertically and horizontally to keep player in middle of the screen
  + If at the edge of the screen, hold edge at the edge of the screen
  + World made from a tile map, each tile will be draw in its place
  + If a tile is not on the screen, it won’t be drawn
* Physical simulation
  + Can climb walls if you have the correct tool
  + Grappling to higher platforms with a grappling hook
  + Collision detection done by finding players position on tile map and checking the properties of the tiles their moving to
  + Destructible walls
* Control
  + Using controller
* HUD
  + Life
  + Stamina
  + Item quick bar
  + Hunger state
* Crafting
  + Scavenge materials off guards or soldiers in the game to create your gear
  + Craft magic by creating magic scrolls with ink created from a magical essence collected in the world
* Combat
  + Is avoidable
  + If spotted by a guard, they will try to kill you
  + In the beginning, won’t have much equipment and must forge off guards you covertly defeat
  + Everyone will have base stats that are then improved by the kind of gear you have
  + Stats
    - Strength: how much damage you do
    - Health: how much damage can you take
    - Agility: how fast are you, how well can you assassinate a target
    - Intelligence: increases magical damage
  + Will use swords, bow/arrows, magic
* AI
  + Will have a cone of sight that the player can’t see
  + Will patrol a set route until disturbed by the play
  + Can hear sounds or see things the player does
  + If hearing the player, will investigate the source of the sound
  + If sees the player, will engage in combat
  + If sees another guard engaged in combat, will go sound the alarm
* Setting
  + Medieval
  + Mid-fantasy (magic is systematic, moderate to little amounts of supernatural)
  + Urban, with gameplay taking place within one large building or fortified area (i.e. castle with an open area or several small houses)
  + European themed architecture, slightly gothic in tone
* Theme
  + You’re destitute, and break into a guard house for food, where you get you first “real” weapon
  + //You see some one (or yourself) getting pushed around by the guards and/or nobles and decide to do something about it by assassinating them
  + You then decide you’re pretty good at this and proceed to take up a life of an assassin