**First Version**

* User can create a player
  + Different classes (different bonuses for each class)
* Player can move to locations
* The location might have a monster to fight
* If the player defeats the monster, they receive:
  + Experience points, money, random loot
* If the player loses to the monster, they:
  + Return home
  + Are completely healed
* The Location might have a quest
  + Completing the quest requires turning in an item
    - Item is from monster loot
  + When the player has the quest completion item, and returns to the location where they received the quest, they receive:
    - Experience points, money, a reward item
  + The location might have a trader
    - Player can buy/sell items
  + Player can save/load game

Future Versions

* Add automated tests of the code
* Support multiple languages
* Improved graphics (J-RPG style?)
* Player can learn crafting skills, to create items
* Crafting requires recipes? Levels of crafting skill?
* Player can learn, and use, spells
* Scrolls? More potions?
* Add armor
* Add magic jewelry
* Ability to enchant items
* Add pets
  + Helps in combat? Heals? Attacks?
* More complex combat (apply armor/weapon/jewelry/potion/spell bonuses)
* Populate world (locations/monsters/items/quests/etc.) from disk (files or database)
* Game Creator app, to let people create their own locations/monsters/items/quests/etc. without writing any code (the app creates the files or adds to the database)