**Dungeon Escape Epics**

Escaping a dungeon through levels 🡪

1. As player I want to be able to walk through the room so I can interact with items in it.

* User input.
* Player movement.
* Item interaction.

1. As player I want to be able to reset to the begin so I can replay the same level.

* Store initial level before starting it.
* Command to start same level from begin.

1. As player I want to choose the difficulty so I can play what fits me the best.

* Command to choose difficulty.
* Higher room count with higher difficulty.
* Stronger and more enemies with higher difficulty.

1. As player I want to continue playing after finishing a level to achieve higher scores.

* Infinite room generation (generate a new room after the current one).
* Command to select end or continue.

1. As player I want to choose the dungeon type.

* Command to see all available types in a list.
* Command to choose one of them with passing a number.