**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.
   1. User input. – 1 Hours

1.2 Player movement. – 3 Hours

1.3 Item interaction. – 3 Hours

1. As player I want to be able to reset to the begin so I can replay the same level.
   1. Store initial level before starting it. – 10 Hours
   2. Command to start same level from begin. – 1 Hour
2. As player I want to choose the difficulty so I can play what fits me the best.
   1. Command to choose difficulty. – 2 Hours
   2. Higher room count with higher difficulty. – 2 Hours
   3. Stronger and more enemies with higher difficulty. – 4 Hours
3. As player I want to continue playing after finishing a level to achieve higher scores.
   1. Infinite room generation (generate a new room after the current one). (10 Hours)
   2. Command to select end or continue. (1 Hour)
4. As player I want to choose the dungeon type.
   1. Command to see all available types in a list. (1 Hour)
   2. Command to choose one of the doors with passing a number. (2 Hours)