**Player movement:**

The player can move: North, East, South and West. The player will move on a grid system 0,0 to north 0,1. Once the player moved to the grid area he should be in. The system should tell the player what the area he’s in. E.G a forest. It will then tell the player what he sees in the North, East, South and West of him. E.G. To the north of you is a forest. To the east of you is a Plain. To the South of you is a plain. To the west of you is a forest. The system should relay the grid coordinates back into the system so other systems can easily excess this information for their use.

**Pick up:**

If there is an item the player has found and is there. The player can use this function to pick up this item. Only if the player has found this item.

**Use:**

Uncertain how this will be done exactly. The player has items in their inventory. Some of these items can be used in certain conditions

**Look around:**

A more detailed description of what the player can find in the grid area they are in. This will look if there are any items on the ground. Or anything of interest for the player. It will only scout out the grid area. So E.G the player is in grid area 1,0. The system will look if there are any items in grid area 1,0. The system will not look in 1,1 or 2,0 etc.

**“Can’t do that right now” command:**

A way for the system to tell the player that what they are now trying to do is not possible. So trying to use the “use” button and there is nothing to pick up than the system should tell them “Can’t do that right now”.

**Hitting the dome:**

If the player ends up on the location of the dome and tries to move further into the dome the system should tell the player it hit something. (A better text for what the player will be told is coming). It should also make sure the player won’t move to the other grid area and stay on this grid area . E.G So if the player is on gird area 5,5 and he tries to move north to 5,6 it will tell the player it hit the dome and every other information the player should know. But the player should remain on 5,5 and not move to 5,6

**Cold:**

Cold will be like health only reversed. Where it starts at 0 and go’s up to X once it hits X the player will die. The player will increase their Cold level if they go out of the campfire area during the night without the items clothes. This will also go up with big steps if they step into the mist without the item clothes.

**Health:**

I’m not sure how I want yet

**Death:**

If the player dies. All the progress will be deleted and the player will be told the information they need.

**Safe place:**

The safe place is a place where the player is safe from the cold during the night. The player only needs this if they do not have the item clothes.

**Area explanation:**

(See movement)

**Dark theme/Light theme:**

A colour theme for the player to pick what background colour they want.

**Special items:**

Will fill this in once I know how I want it.

**Items:**

Will fill this in once I know how I want it.

**Time:**

The game has a certain amount of time to be finished in. Other features will also use the time feature for how much time they the feature uses. The game will start with X amount of time and once it hits 0 the player dies (Or it starts getting so cold they die. Not sure yet). The player can find out how much time they have left once they are on a certain grid area. There they will find out the time left. If the player doesn’t find out about this in time. The system will pause the time for a x amount of time until they find out how much they have left. If they don’t find out within the extra time. The system will continue from the paused time and go till it hits 0

**Billboard showing time:**

The billboard is located behind the dome. The player will find this if they are in either one of two grid area’s (Include grid area’s). Once they are here the system will tell the player the need to know and can find in still location

**Hitting a clife/Mountain:**

If the player tries to move to an area that is mark as either a cliff or mountain they won’t be able move to that grid area which they are trying to get and will stay on the grid area they are in before they tried to move. If they try more than 3 times you’re allowed to just kill them. Cuz which dumb shit tries to walk off a cliff 3 times.

**Save the game function:**

A function for the player to save there progress in the game and able to continue later once they launch the webpage.

**Day and night:**

The game starts during the day. After x amount of time it will turn night. This will make it too cold for the player to walk without the items clothes. After x amount of time it will turn day again.