Epic:

1. As a player I want dynamic changes to the game so that everytime I play I get an unique experience.
2. As a player I want multiplayer so that I can play and interact with other players.
3. As a player I want interact with other characters so that the game more dynamic and challenging.
4. As a player I want to have items which are collectible so that my character becomes stronger.
5. As a player I want to customize my character so that I can experience roleplay.

User stories:

1. As a player I want the map to be randomly generated so that everytime I play I get an unique experience.
2. As a player I want to interact with the map so that the field of progression expands.