**Bread Battle Royale V1.0**

Functional Requirements/ Gameplay

* On startup
  + ~~Introduction/story is displayed~~
  + ~~Player must be able to type their name~~
  + ~~Player must be able to Choose from various weapons provided at the start of the game~~
  + ~~Player is introduced to the overworld~~
* Overworld
  + ~~Player must be able to view the overworld array representation~~
  + ~~Player must be able to move in all directions through the text based overworld~~
  + ~~Player must be able to check their level~~
  + ~~Player can check all enemy levels present~~
  + Player must be able to level up
  + ~~Player must be able to encounter an enemy~~
  + ~~Player should be able to choose whether to fight or pass the enemy after comparing its level to their own~~
  + ~~Must switch to a battle log if the player initiates a fight and return to overworld afterwards~~

~~Enemy warps to corner if defeated~~

* Battle:
  + ~~Battle Algorithm~~
  + ~~Player must be able to read a battle log in a readable/turn based format~~
  + ~~Player is sent back to the overworld if they are defeated with an insult or penalty~~
  + ~~Player must gain level or experience to power them up if victorious~~
  + ~~Steal opponent’s weapon after victory if desired~~
  + ~~Player also views summary after battle~~
* Weapons:
  + ~~Weapons must be either magic or physical types~~
  + ~~Have a verb associated that is unique to the weapon (ex: “<Offense> <verb> <Defense> for <amt> damage”)~~
  + ~~Magic and physical are different~~
    - ~~Ex swords have sharpness that dulls as battle continues~~
    - ~~Magic has accuracy~~
* ~~All Fighters (Player and Enemies) should have~~ 
  + ~~Name~~
  + ~~Hp~~
  + ~~Level~~
  + ~~Weapon~~
  + ~~Attack Stat~~
  + ~~Defense Stat~~
* ~~Game should never crash~~
* ~~Checks for out of bounds arrays~~
* ~~Graphics based off default size console window or Fullscreen size~~
* ~~Displays properly on all screen sizes~~
* ~~Train enough to beat the~~ *~~Final Boss~~* ~~to beat the game~~
  + ~~Boss will be special on the overworld map~~