**Requirements**

**Brief summary of project:**

We will be designing and building a small puzzle video game using a “Candy Crush-like”, match 3 interface. The player will be able to choose a class to play and will ‘battle’ enemies by matching gems in a turn based puzzle screen.

**Requirements:**

1. Match 3 puzzle screen
2. Simple enemy AI
3. Allow users to collect items and progress their character
4. Save and load character (items, level, etc.)
5. Retrieve enemy classes from an existing database