**Requirements:**

1. Have the player move left, right, up, and down with sprite changes for each movement.
2. Have a health bar
3. Have two enemies to battle
4. Implement a simple turn based battle
   1. Turn 1, player hits enemy, next turn enemy hits player
   2. Health should carry over between battles
5. Have One NPC to talk to

**Challenges:**

1. Make a grid-based movement system
2. Have enemies spot you from some grid spaces away and will stop you, approach you, and initiate a battle
3. Add different attack options
4. Add a healing item to pick up
5. Have an obstacle on the map (wall, cliff, water) that you can’t walk over.
6. Add an obstacle you can jump over one way but not the other (cliffs in pokemon)