# Features to be included in order to archive first iteration of playability

1. Get a first iteration of player stats accessible via the menu or trough file modification at the save game
2. A first iteration of a save system for the selected player stats including a default load of these
3. The first Map “The Warrens of Tenebrous Death” wit fully operational collision boxes
   1. Textures, doors and stuff not necessary for a first playable iteration
4. The Multiplayer mechanism for multiple players to move around the same Map
   1. One player should host the Map so that other players can join him locally
   2. There has probably to be an exchange of the player stats to all the clients