Minimal Viable Product - MVP -

Character -

* Moveable with joystick controls
* Has one ability that can cast (light ability)
* Has constant speed
* Simple animations

Map -

* Fixed design map ( given row and column size )
* Predefined positions of objects
* Contain sound different from enemy
* Clearly stated exit on map
* No pickups… ( life or ability )

Enemies -

* Fixed patrol sequence
* Contains walking sound/one speech sound
* Walk / Attack animation

Obstacles -

* Positions predefined
* One sound for each
* Only spike trap working, doors/walls, enemy patrolling

UI -

* Simplistic - nothing artistic
* Only gameplay
* Simplistic UI for main menu