**High Level Requirements**

1. The system will allow a player to start a new game or load a game from the main menu.

2. The system will automatically save the user’s progress at select checkpoints.

3. The system will allow a player to join another player.

4. The system will allow a player to exit a game.

5. The system will only display the view in a top-down format.

6. The system will only display the environment that is within a certain range of the player.

7. The system will allow a player to move and attack multi-directionally.

8. The player will be able to save and load up to three different game states locally.

9. The enemies will move toward the player (and attack) if the player is within range of that enemy, and the enemy will return to its original location if the player leaves the enemy’s range.

10. The system will destroy enemy objects once their hit points reach zero or less.