# Starting Point

## Character Creation?

# Leveling/Progression

## Character stats?

* + 3 or 4 tops

## Skills?

## Hunger?

# Items

## Equipment

* Slots
  + Main hand, off hand
  + helm, armor
  + 2 accessories

## Weapons

* Ranged
* Melee
  + 1h vs 2h

## Armor

* armor slot vs off hand (Shield)

## Consumables

* Potions
* Scrolls
* Food?

# Actions

## Verbs

# Interface

- Inventory / Menus

- Mouse Support

# AI

- Features;

- Move toward, move away

- Teams / factions

# Proc. Gen

- Maps

- Persistence?

- Items?

- Enemies?

- PC?

# End Point

- Scoring