**Must**

• Japanese-style Role Playing Game (JRPG)

• World procedurally generated

• Battle System

o Actions

* Attack (Weapon)
* Abilities
* Magic Spells
* Items
* Defend
* Run

o Turn-based, greatest speed first

• Customizability

o Custom Music

o Custom Enemies

o Character Creation

• Inventory System

o Consumable Items

o Equipment

• Player Stats

o Attack, Defense, Magic, Speed, Luck

o Experience System with level-ups

o Classes

* Classes determine stat growth
* Classes have special properties (Magic Spells and Abilities)

**Should**

• No Random Battles in the overworld

o Enemies appear on screen, walk into them to start battle

• Battles have animation

o Enemy idle

o Enemy attack

o Player attack

• Get more Items

o Enemy Loot

o Treasure Chests in the world

**Could**

• Dungeons and Structures

o Random Buildings throughout the world

* Towns Possible, low priority

o Dungeons aside from main world

* Separate Procedural generation

**Won’t**

• Use templates

• Static World

• Make Apple Version