**Problem Definition**

The task to create a tile based game. Specifically, the key features will be a combat system, player and enemy movement, weapons and items, character creation, and various enemies. There will be a specific emphasis on combat because we believe that is the function of the game that the player will interact with the most, so it needs to be quite polished for them to enjoy it.

The game will be a roguelike, this means that there is a game loop that the player will be able to do repeatedly, with some variation between runs. In this game, the player will be able to switch between weapons and fight different kinds of enemies in a procedurally generated map.

The game will be made utilising pygame, this is a python module that is designed for game development, meaning the process for completing the task is made a lot easier. As it is a team project, github will be used to update the code and make sure both members can access and edit the current version of the game.

The steps that will taken to complete the game will be as follows:

* Making the character
* Character movement
* Adding enemies
* Enemy movement
* Adding weapons and collision
* Making the procedural map
* Spawning enemies and treasure in the map
* Fine tuning of features
* Bug testing

Some problems that will likely be faced while completing the task are as follows:

* Adding enemy movement will require pathfinding to the player, which could be tricky to implement.
* Adding collisions without a game engine such as unity makes the process a lot more difficult and much more likely to result in bugs.
* The procedurally generated map is likely to cause some issues because it is quite another tricky feature to add which could mean taking more time to implement properly.