Initial Proposal with Client

Elliot has requested that the project includes:

* A procedurally generating using Perlin noise for terrain generation, in a code based mathematical generation
* Destructible world with crafting and building
* Game state/saves could be saved in a file
* Implement data structures for saving possessions and world alterations, e.g., list, stacks, dictionaries
* Add a complicated Enemy Ai
* Add online multiplayer

Additional Requested Features

* Randomly generated enemies and NPCs
* Progression through the game
* A boss fight
* Up to 4 player multiplayers
* Procedurally generated caves
* Day/Night cycle