**Business rule:**

Player:

The system should be able to handle save file, which contains player coordination of map, level, current experience point, name, current health and mana. Each player can have one or many skills. Each player save can handle zero, one or many quests. Each player can also have none, one or many items.

Quest:

The system should be able to track number of quest completed and remaining. Each player can complete single quest once. Each quests holds one or many items. Each acccepted quest can be seen in map.

Map:

The system should be able to browse detail of city, dungeons and available shop. Each map shows many shops. Each map shows zero, one or many quests.

Shop:

The system should contain list of item available to sell and places it can be found and all kind of shop logos can be seen (dojo, worksmith, or herbseller). A legend can be present to make navigation easier.

Support Character:

The system should contain list of support or non-playable characher with its stats. Each character can handle multiple quest. Each character can learn one or many skills.

Party Character:

The system should be able to convert non-playable character or support character to party character making them hireable anytime. Each party member can be maximum of four and can operate with main characters. Party character will also have stats, skills and its own experience point.

Character progression:

The system should be able to know which is maximum level, stats and number of skill slots. It should also show at what level how much experience is needed to advance to next level.

Enemy:

The system should contain list of enemies which triggers one certain events. The number of experience point given to player must be stored here and the skills set learned by the mob. Player should also have scaling difficulty where if player is a lot level higher than the mob then lower experience point is given.