**Requirements Analysis**

1. The user must log in to play the game.
2. The user chooses options from a menu (single, multiplayer, score or tutorial)
   1. If player selects single player game, he enters the level selection screen.
   2. If player selects multiplayer game, he enters the level selection screen.
   3. If player selects score, he sees the scoreboards.
   4. If player selects tutorial, he see the instructions of the game (Non-functional).
   5. If player selects closes the tab, the program terminates.
3. The world is loaded on the memory.
4. The player can see the dungeon, other players (human or bots), gold coins and passages.
   1. A dungeon is a collections of rooms that are connected with passages.
      1. A room may have gold coins.
   2. A dungeon can be arbitrary size.
   3. Dungeon must contain the minimum gold coins so the player can win.
5. Player interacts with the dungeon:
   1. Indicating which way to move (UP, DOWN, LEFT, RIGHT)
   2. Picking up gold.
   3. Player can move around to reveal the room.
   4. Leaving the game.
6. Winning Condition:
   1. If player collects all the gold coins and find the exit, he wins.
   2. Else if time is up, another player wins first or he gives up, he loses.
7. After winning condition, the player goes to result screen.

* Timer and mini-map (Non-functional requirements)