**Bare Minimum :**

* Menu with Play/Quit button
* One level
* A player that can :
  + move in all directions
  + select a spell from the spell wheel (If Multiples Owned)
  + Attack / Auto (Free)
  + Cast Spell / Ulti (Mana)
  + Heal (Heal Potions)
  + die
* Enemies which :
  + moves with different patterns
  + shoot projectiles
  + die
* Objects :
  + Spell (Book)
  + Mana Potion
  + Heal Potion
* keys values:

- 2 enemies

- 2 spells

- 1 level

**Intermediate :**

* keys values:

- 5 enemies

- 6 spells

- 3 levels

**Final:**

* Options Menu (Keybinds, Sounds..)
* Add constant power-up
* Player:
  + E system (Timer)
  + Add XP system
* keys values:

- 7 enemies

- 10 spells (6 temp. + 4 const.)

- 5 levels