

## 2.2 Product Functions

The product is designed to deliver a fun user experience through the following major functions:

- **Combat System:** Facilitate combat mechanics for players to fight enemies using different weapons.
- **Item Acquisition:** Enable players to collect, trade, and utilize items for strategic advantage or survival.
- **Narrative Engagement:** Allow users to explore a dynamic storyline that evolves over time, incorporating themes ranging from Elizabethan era motifs to contemporary apocalyptic settings.
- **Entertainment Value:** Provide entertaining gameplay and storytelling experiences, blending humor, drama, and suspense.
- **Reward System:** Implement a rewarding mechanism to motivate players, offering incentives for achievements and milestones.
- **Adaptable Endings:** Deliver varied thematic conclusions based on player choices, ensuring replayability and personalization.
- **Character Recognition:** Introduce iconic and relatable characters to deepen user connection and drive the narrative forward.