Main Menu

Needs to be able to:

* Be able to log into players’ accounts
* Be able to choose a game mode
* Be able to choose maps
* Be able to have a team builder screen where random players or friends can join in
* Be able to choose a character which shows stats and portrait or the character

Characters

Characters need to have the ability to:

* Walk around (Forward/back, turn, jump, crouch)
* Basic combat, (Punch if unarmed, shoot if have gun, throw dynamite)
* Have health and sanity meters
* Have the ability to lose and gain health, sanity, speed, and strength
* Able to push objects
* Pick up objects
* Have an inventory
* Interact with objects (Close, open, summon, break, etc.)
* Drop items

Camera

Camera needs to ability to:

* Be able to see objects exclusively from that camera only (Illusions)
* Be able to show that the player is going insane
* Be able to move the camera to another part of the map

Enemies

The enemies or monsters need the ability to

* Attack
* Chase
* Move throughout the house, similar to the players
* Be taken under control and follow player as a companion
* Carry items
* Pick up items
* Have health, sanity, speed, strength
* Disappear but still function

House

Rooms need the ability to:

* Change material
* Changed location
* Change appearance based on haunt
* Have lights be able to be turned on and off
* Spawn objects
* Know what objects are contain inside
* Know when players and enemies step inside
* Spawn randomly in the house
* Can be different sizes

House needs to be able to:

* Generate randomly
* Know what the haunt is to know which rooms are important
* Be able to be reset
* Be able to control all its rooms

Items

Items need functions of:

* Being picked up
* Spawning
* Be used when in inventory
* Cause effects on players and enemies