**Implemented Initial objectives:**

* Allow you to change your stats upon level and equip new items as you go along

This feature works as intended and was an easy implementation from the initial character making function

* Implement a constant randomness to the game through random events, chests, loot drops, monsters etc. To create an infinitent sense or replability.

Hits are calculated randomly from stats based on what attack you do. Totems where implemented after players felt they got stuck for a while not being able to progress or able to beat the boss. This way as they continue to play their stats continually increase and for them to grow in power

* Save the users name into a winners document upon completion

Works fine names enters document of princess's savers and a winner's picture was added as a surprise pop up at the end

* Allow the user to create and name a character

Works fine however users of the game noted that they often didn’t read the instructions page because who ever does and didn’t understand what the stats did upon creating their character

* Allow the user to save the character at each level and load a previous character at the beginning of the game

Characters are saved at the end of each level upon choosing where to allocate points

* Have multiple levels with a variety of items and monsters

There was a variety of items and monsters for each level though with more time I would have liked to add different types of armor that improved different stats

* Show combat to the user and implement multiple stat types that do different things/ Implement a dynamic combat where you can choose differ styles of attack that boost hit chance, crit chance or increase damage

Dynamic combat though simple was implemented and players said they did have a preferd to have a choice and each had their own faivouret style. With more time I would like to have had weapons each have different styles to make comabt more dynamic and intersting for longer.

**Non-Implemented:**

* Implement items that give you a temporary boost when used, have random encounters with NPCs That assign you to kill a certain monster to receive an item, allow the user to save and load a game at any time, implement a feedback system that automatically emails to the user,

Not enough time to implement these into the game. Email was attempted however port connection issues caused to much of a hassle switching between computers and uni and my computer at home.