

- Pick-up and switching between weapons
 - List of weapons
 - The rarity
 - The way it attacks
 - The stats of each weapon
- Moving enemies that attack
 - With different attack patterns and weapons
 - Moving from their place before they attack every few seconds
- Random map generation
 - Multiple predefined rooms and levels
(with predefined enemy locations and so on)
 - Giving the ratio of loot and enemy rooms
 - Loot rooms being :
 - Statues with buffs for gold
 - Chests with weapons
 - Merchant shops
 - Etc
- Enemy / enemy room clears giving mana and gold
- After clearing every few levels, the player gets to choose a new buff out of three options
 - The list and effects of these passive buffs
- Room triggers :
 - The enemies are inactive until the player enters the room
 - Once the player enters an enemy room, the exits close until they defeat all the enemies

* We can pre-generate all the floors and levels (with the rooms) in a single interchangeable map where the portals just teleport you to starting place of the next room