* 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