

Priority List

High Priority

- Random generation of maps
- Basic controls and interactions (move, pick-up)
- Monsters (basic AI)
- Items (weapons, potions)
- Turn based system which accounts for speed
- Random placement of items/monsters on map
- Tileset graphics
- Basic text information feedback

Medium Priority

- Make the maps savable and persistent
- Player, monster and item stats
- Small selection of races and classes
- Line of sight/illumination
- Inventory (including container use)
- Personal device + chips (replaces scrolls)
- Backstory and setting explanation
- Magic (and/or magic type replacements)

Still-Very-Important-But-Only-After-The-Other-Stuff-Gets-Done Priority

- Improve monster AI
- More races, classes, items and interactions
- Expand on chip addons for personal device
- Add more story to help guide player
- Pets and friendly NPCs
- Difficulty modifiers (hunger, oxygen)
- Specific levels mixed in with the random maps
- Et cetera!