

CHAPTER 0 REQUIREMENTS

Chapter 0 is a tutorial session, teaching the user of the following:

1. controls
 - a. directions
 - b. talk button (A)
 - c. cancel button (B)
2. beginning of the story
3. basis of battle

The following features should be tackled in this iteration:

- Map tiles
- Bean/player sprites
- Message script
- Background art
- First enemy
- Other spritesheets
- Health bar
- Sound
- Story