Project Features list:
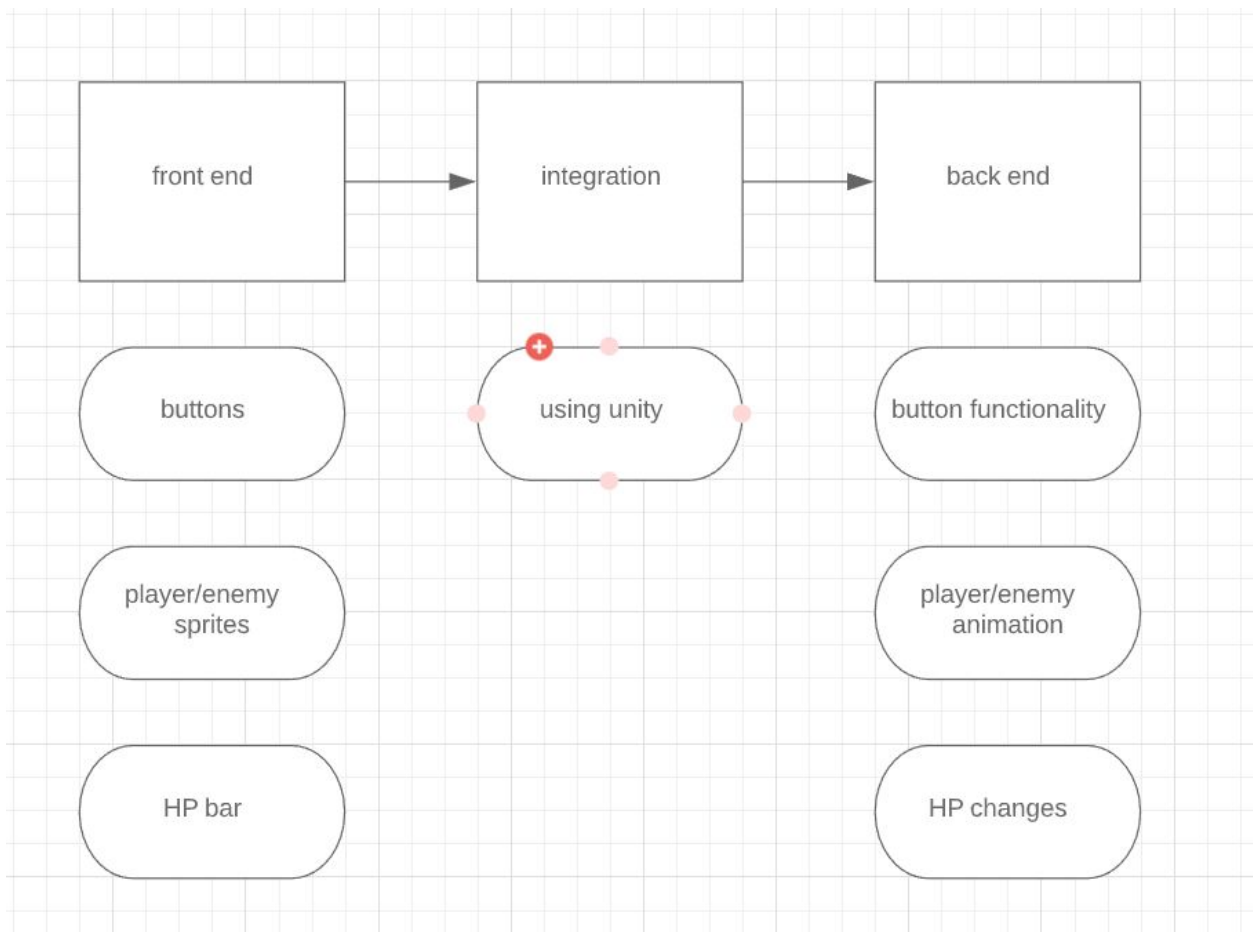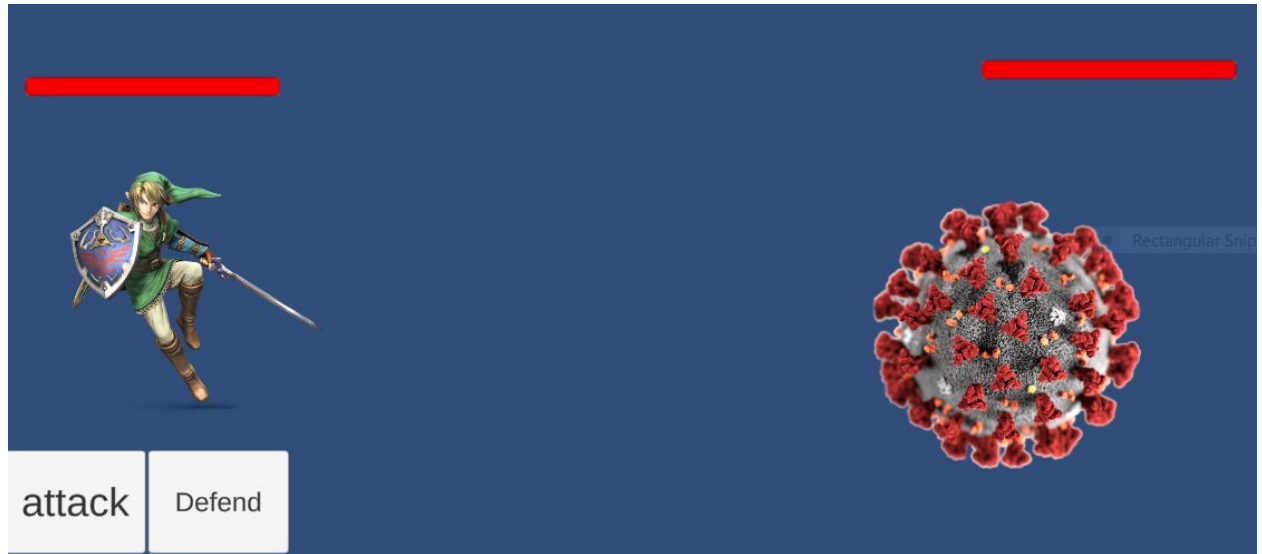
- **Player character**
  - **One Character with multiple ability paths Attack skill/Defense skill/ Default Attack**
- **Level up system**
  - **With each successful battle the player will be represented with an upgrade to two potential classes, each class has new features and better stats**

Architecture diagram:

Front end design:

Web service design:
- **We will use a github webpage to host the game.**

Database design:
- **Since our game is being developed through unity, we will be able to have the engine manage the database design.**