# High Level Requirements

1. **Overworld Exploration :**

* The player will be able to explore an isometric gameworld. In this state, the player can access other rooms within the game, find items, solve puzzles, talk to NPCs, and engage in turn-based battles with various enemies within the game.

1. **Puzzle Solving :**

* The player should be able to solve various puzzles in order to progress, requiring them to explore the environment as aforementioned above to find keys, clues, or hints to the solution.

1. **Randomization :**

* Upon starting a new game, the player should have a completely randomized set of floors/dungeons to explore along with randomized items and enemies/boss enemies.

1. **Saving/Loading :**

* Upon a player’s choice, they can save and exit their current game and return to it later by loading it, leaving their progression, items, stats, etc., unaffected by closing the application.

1. **Multiple Save Files :**

* The player will be able to save their progress multiple times across multiple files.

1. **Equipment Management :**

* The player will be able to find other pieces of equipment throughout their playtime, and replace their current equipment with it. The new equipment will function differently and/or have different characteristics compared to their current equipment.

1. **Inventory Management :**

* The player will be able to fill their inventory with various items that they collect throughout their play of the game. These items can then be managed through another menu, allowing the player to use, discard, sort, etc., the items in their inventory at any time.

1. **Turn-Based Combat :**

* Each enemy encounter will result in the player engaging in a turn-based battle with an enemy or group of enemies. Here, the player will be able to use the equipment and items they’ve collected in the overworld to fight the enemies in this scene.

1. **Custom Combos:**

* Each move performed by the player will be broken down into smaller moves performed in sequence. For example, if the player wants to grab an enemy and then throw them to set them up for another attack, the grab and throw will be one move followed by another, each with their own specific inputs needed to perform them.
* After either the enemy or the player has completed their move, the player or enemy (depending on who has already gone) will complete their attack. This will continue until either the player has lost, or all enemies have been defeated and the player wins.

1. **Customization / Options**

* The player should be able to tweak the game’s settings to their liking, such as sound, controls, or image quality and resolution. They should be able to do this at any point in the game.