**Part 1:**

* The player character is a warrior that has a running animation and is controlled with WASD.
* There will be multiple enemy NPCs (skeleton, slime, rat) and a final boss NPC (floating eyeball).
* Players are constrained by walls, doors, and floor assets such as containers, fires, and furniture.
* There will be loot on the ground (coins and gems) that the player picks up that increases score. Loot can be found in chests which can be opened and also dropped from enemies.
* There will be potions that can be picked up that doubles damage, regenerates health, and doubles loot (lasts for one minute)
* Loot pickup will use an Area2D, the walls and furniture will use StaticBody2D, the player character and enemy NPCs will use the KinematicBody2D, and the boss’s attack projectiles will use RigidBody2D
* On the walls of the dungeon will be 3 different animated banners as well as animated torches.
* The player character will have a particle effect for running, there will be particle effects on chests that can be opened and loot items on the ground.
* The player and NPC enemies will all have sound effects for attacking and dying.
* When the player dies the game ends and goes back to the menu screen
* The intro screen will have background music and 4 button options: Play, Options, Credits, and Tutorial. The play button starts the game, the options button allows for volume control, credits displays the credits, and tutorial gives instructions on how to play.

Our game will be a 2D, top-down dungeon-crawler where the main character must fight through rooms of enemies to save his wife, who is trapped at the end of the dungeon. Along the way, the player can obtain loot, which increases the score, as well as various kinds of potions that come with their own buffs, such as double damage or health regeneration.

Spritesheets: <https://opengameart.org/content/generic-dungeon-crawler-assets>