PATHZ

Functional Requirements

- For now there will be 1 level

- Each level will have 1000 positions

- User must reach a specific position without dying to exit the level successfully

- User moves by randomizing a number between 0 and 999 upon request

- User can also guess the correct number but it (being the user) has one guess.

- There will be daemons of different types that attempt to stop the user

- Daemons move randomly so if the user meets, both user and daemon take damage

- The user's strength increases per level (haven't thought of anything creative yet)

- More sophisticated daemons can mess with user's progress like deceive user or modify the exit at will

- User can decide to switch sides for strategy but it's trust will reduce

- Some daemons will see through the user's disguise quicker than others

- Lets keep it simple this should be enough for now (min via)