

Essential Features

Containers, Inventory System: *Heroes can move around and pick up items to hold in their inventory.*

Different Kinds of Items: Different items have different effects e.g.: potions can heal units, weapons can increase attack etc.

Moving Around: Heroes can move around the map.

4 Orientations: Click a button by the minimap to rotate the viewing angle.

Sense of Perspective: Draw the overworld/battle screens back to front so things are layered.

Networked: *Multiple players in the same game.*

Data Storage/Save Games