Use Cases

Use Case	Description
UC-1: Customizable Battles	On the main screen there should be an option titled "custom battle" this will let the user select an existing character and customize the opponents are playing against OR generate a random character at a random level and play with them
UC-2: Inventory	The inventory screen should enable the user to "drop", "inspect", and "equip" items.
UC-3: Turn Based combat	At the start of every turn, turn order will be calculated based on speed and other variables (debuffs and buffs)
UC-4: Random Encounters	Based on the main party's level, enemies will be generated to be sufficiently difficult. Enabling a constant progression and easier creation of dungeons
UC-5: Combat mechanics	Combat should not be static, instead every action is based on the stats and status effects of the character that uses them. Damage should be calculated based on the stats and status effects of the character receiving the attack or spell
UC-6: Saves and Autosaves	The user should be able to save their game at any point, this will be stored in a text file that can be later loaded to continue the game. Also after certain key story events a file will be automatically saved
UC-7: Leveling System	Integrated in the character component, a leveling system should exist. Upon hitting a certain threshold the character gains stats and is able to distribute them as seen fit.