

Constraints

| ID | Constraint |
|--------|--|
| CON-1 | Max of 10 opponents created at a time |
| CON-2 | Player can only hold specific amount of items (10-20 slots based on level) |
| CON-3 | Max of 3 actions could be performed per turn |
| CON-4 | Minimum of 1 opponent generated with level scaling to player |
| CON-5 | Minimum of 0 damage can be dealt to avoid calculation issues |
| CON-6 | Max save file directory up to 1GB total allocated |
| CON-7 | Max of 5 different character save files before data overwritten |
| CON-8 | Max of 1 autosave files are generated |
| CON-9 | A max player level of 30, after which no more levelling up for the player |
| CON-10 | Minimum player level of 1 |