List of Features and Requirements:

**Monster Spawning**

**Sound Effects**

**Stage to fight.**

**Character Portraits to switch between Classes**

**Puzzle**

**Health Bar and Damage for Enemies and Characters**

**--------BACKLOG------------------**

Add more Classes besides the basic 4?

Characters have Special Attacks/ Abilities?

Randomly Spawning Puzzles or Rooms?

Different Maps?

Player AI Switch ?

(Maybe Random Spawning?)

Music

Action box: info on player actions + possibly damage display

“In memory of” for fallen players

Difficulty Levels

**PUZZLE IDEAS:**

Pokemon sliding puzzle -> get to button \*\*

Rock into hole maze

Combination Puzzle

Mazes

Teleporting Puzzle