A list of player or game actions and their expected outcome organised per screen:

1. Overworld:
   a. Player can move freely using arrow keys
   b. Player must collide with:
      i. Walls/boundaries of the map
      ii. Collision with enemy during attack animation when pressing the A key
   c. Collision with enemy during attack animation will give the player the change to progress to the combat scene by pressing the S key

2. Combat:
   a. Player can select moves
      i. Selecting Attack will progress the turn to the next party member, and after the last party member, the turn will go to the enemy and then back to the first party member.
      ii. Selecting Item will bring up another overlay for the minigame.

3. Minigame:
   a. Just an empty screen for now