Release Planning

* User can create an account that represents their character and keeps track of their items and gold.
* User can customize their character.
* User can take quests to get loot and gold.
* Quests are played out as mini-games.
* Mini-games are used to help out the user if they aren’t well equipped enough for the quest (if whole quest isn’t a mini-game).
* User can hire other players to help them on quests.
* User can buy items with gold to improve their character.
* Users can build their own castle with special resources (to do what?).
* Users can post their own quests to get special resources to help build up their castle (cannot build up castle purely from gold).
* User can trade items between each other.
* (if player dies, they have to wait for a while before they can take another quest)
* Characters can have multiple loadouts to allow people hiring them to have more options.
* Different gear are better for different kinds of quests, so people looking for others to hire must pick wisely.