**Lords of Chaos: Sanctity’s Edge**

* Single or multiplayer, Desktop and mobile support, all from one game engine
* 2D rpg in the tradition of Wizardry, Eye of the Beholder
* Touch or mouse input, multiple platform support - desktop/mobile
* Base module + Premium DLC
* Emphasis on story, with user choices impacting different results
* Firm delineations between good and evil
* Fun combat, in the spirit of D&D and Diablo
* D&D style character progression, with towns/merchants

* Touchable objects in 2d field view that can progress/trigger storyline events
* Dim/Bright lighting and effects
* Background music, ambient and action sound effects
* Cinematic/story telling cut scenes for major plot points
* Radial flyouts for attack/spell/action selections
* Semi adjust encounters to party level, but not entirely (still can own/be owned)
* Elemental magic emphasis and rewarding of correct identification of when to use which
* Types of attacks based on opponents and rewarding of using more effective methods
* Tactile / timing needed for traps and chests