**Player:**

1. Player has name, level, attack, defense.
2. Player Can equip items.
3. Player can use potions.
4. Player encounters randomly generated monsters.
5. Player can complete quests.

**Items:**

1.Items have durability.

2. Some items will be required to enter certain locations.

**Locations**

1.Some locations must be accessed with a specific item.(see Items 2.)

**Monsters**

1.Monsters are randomly generated

2.Their attributes are generated at random.

**Quests**

1. Quests grant items.