Must have:

Character

Database + Save game

Text based gui + Levels

Enemies

Combat

Nice features:

Power ups

Health

Lives

Score

“As a player I would like enemies to fight so I can kill them”

“As a player I would like to be able to save the game so that I can continue later on.”

“As a player I would like to be able to reach new levels by getting a high score so I have a sense of progression”

“As a player I would like power ups to help in difficult situations.”