1. Level Design – Forest, Desert, Mountain Caves, Ocean

Final Level – Clouds

- Go through each level and find a key piece that will allow the player access to the final boss once the player has found all of the pieces.

- One piece per level. Player must pass a test to get the key piece.

- Test type will depend on the level. (Strength, Speed, Endurance, intelligence)

- Strength (Combat fight to test players strength)

- Speed (Reaction based type test, similar to escaping a trap)

- Endurance (Finding a hidden item in a maze)

- Intelligence (Solving a riddle)

-Each test will be given by a master whose names will be of the following nature:

-So and So

-What’s his face?

-Whoever

-Whatchamacallit

2. Fix up multiplayer functionality to work with port forwarding and non-combat gameplay (looting items and traps)

3. Game Over condition where if the player dies, he/she must start over from the checkpoint (Each checkpoint will be at the beginning of each level)

- All players in group must be dead to return to checkpoint. Otherwise game continues, single players can be revived by teammates.

- If player one is dead, the next player in the group takes over the player one role until player one is revived.

4. Fix up stats between character races upon leveling up. Each race increases differently and every few levels each character will be granted a new spell.

5. Finishing up the story at the beginning that starts you off on your journey.

6. Add merchants to buy items like armor and weapons.

- Add a way to earn gold so the player can purchase weapons and armor.