**Mechanics**

* Swapping characters between the three levels
  + Different kinds of enemies to fight against
    - Basically the rogue, mage, warrior version of enemies
    - They have different attacks that change where you want your players to be (which level they are in)
* Switching chars in the overworld as well
* “sneak attack” on the enemies you find
  + Enemies all get some damage, then starts as normal
* Using items (potions)
  + Revives? maaaaayybbee
* Attacking
* Moving through the dungeon
* Char dies, you don’t have him for the rest of the floor (unless you use a revive that we debatably will put in the game)
* Mage can find dectectables
* Thief is sneak attacks
* Warrior because he put the team on his back doe