Master Document

Feature List

Note: Features which are in bold are considered slated for implementation. Features in italics are considered nice to have. Features which have been stricken through are no longer under consideration for implementation

1. **Ability to move Kim around**
2. **Ability to talk to NPCs**
3. **News Ticker which details all of the events which are available or have recently taken place**
   1. An alternative to the news ticker, which would be some form of notification
4. **Option to end the game at any point and immediately receive your ending**
5. *A map interface of some kind to move between areas at a macro level*
6. **Point tracker which shows the progress that you are making towards your ending**
   1. *Use the points combined with discrete milestones in order to determine the ending state*
   2. Segregation of romantic points for each romanceable and the number of overall strategic points
7. Ability to make two kinds of diplomatic relations:
   1. **Romantic**
   2. **Strategic Alliance**
8. *One of the following*
   1. Universal text to speech
   2. Voice Acting
   3. Different text to speech voices for different characters
9. *Inventory system for giving items to NPC’s and collecting helpful items for yourself*

Flavor Notes