# Minimal viable product and later iterations

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| MVP | * Must have a map * Character able to roam between rooms * Item generation * Combat screen and mechanics |
| 1. Iteration | * Stats and enemies * Currency and shop * Inventory * Map procedural generation * 4 characters |
| 1. Iteration | * Puzzles * Dialogue * Cut scenes and story * Settings * Final boss |
| 1. iteration | * Bounty hunter * Tutorial * Combat minigame |