# 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 with combat mechanics (Luyen og Lukas) * Currency and shop * Inventory (Anders) * Map procedural generation * Start Screen |
| 1. Iteration | * Puzzles * Dialogue * Cut scenes and story * Settings * Final boss * 4 characters |
| 1. iteration | * Bounty hunter * Tutorial * Combat minigame |