Start new game (2 points)

create game by JSON config and dungeon (3 points)
- JSON file loader
- JSON read config
  - **start new game with given dungeon and config files**

generate own dungeon (4 points)
- generate static entities on map — **static entities genaration**
- generate items on map — **items generation**
- generation player on map — **generate one player**
- generate achievable goals — **generate goals**
- generate enemies — **generate enemies and spawners**
  - **dungeon generator**

play game (10 points)

control player movement (3 points)
- player movement (move up, down, left, right)
- player teleports
  - **player ticke movement direction**

enemy movements (4 points)
- observe player movement and move towards player
- randomly spawn
- follow circular tile
- follow player
- run away
  - **enemy switch movement state depending on player state**
- swamp tiles (3 points) — enemy get stuck for a certain ticks

player inventory (6 points)
- player collect materials in inventory for building equipments — **buildable**
- player use collected treasure in ventory to bribe mercenary — **player wealth**
- player place collected bombs in inventory to map — **player place bomb**
- player collect potions to inventory for current or later consumption — **potion**
- magic effect — collect sceptre — **interact (mind control)**
  - **player collect items**

player build equipments (3 points)
- attack (weapons)
  - Bow
  - Midnight Armour
- defence — shield
  - **build functionality**

player swich states (4 points)
- player drink potions
  - player become invincible until potion effect wears off
  - player become invisible until potion effect wears off
- player default state
  - **tick item - consume potion**

enemy spawning (3 pointer) — enemy may spawn or not spawn depending on spawn rate

player battle with enemy (8 points)
- player avoid all battles when invisible — **invisible state**
- player win battle during first round when invincible — **invincible state**
- Spider — **spider (circular) movement**
- mercenary
- assassin — **move towards player (shortest path) movement**
- zombie toast
- hydra — **random spawn movement**
- player may have weaponary bonus / ally bonuses / invincible potion effect — **battle bonuses**
  - **battle behavior**
    - player alive/die (2 points) — player die when lose in battle (health <= 0) — **player state after battle**
    - enemy alive/die (1 point) — enemy die and removed from map (enemy health <= 0) slayed enemy num increases — **map and enemy goal updates**

player allying (2 points)
- player bribe mercenary, bribed mercenary become ally — **interact - bribe**

tick updates (4 points)
- switches and bombs (non logic) states update
- logic entities states update
- player potion effect duration updates
- player time travel duration updates
- enemy mind control duration updates
- enemy swamp tile stuck duration updates
- spawner updates (+ new enemy depending on current tick and spawn rate)
  - **more tick behavior**

check game goals (5 points)
- collect treasure goal
- slay enemy goal
- find exit goal — **player exit (1 point)** — player leave the map through the exit — **player on/exit map**
- trigger boulders on switches goal
  - **simple and complex goals**

play another game (2 points) — return to main menu and select a new game

persistence - save current game (5 points)
- save current entities on map (2 points)
- save current movement (directions) /states of player and enemies (2 points)
- save current player inventory (1 point)
- save current goals (1 point)
- save current battles (2 points)
  - **persistence (saving the entire map of game)**

persistence - load a previous game (2 points)
- load current entities on map
- load current movement (directions) /states of player and enemies
- load current player inventory (1 point)
- load current goals
- load current battles
  - **persistence (load the exact same game we saved)**

player time travels (7 points)
- player pick up time turner — using a time turner one tick/5 ticks back
- player goes through time travel portal — 30 ticks back
- player battles older player
  - **use persistence for time travel behavior**