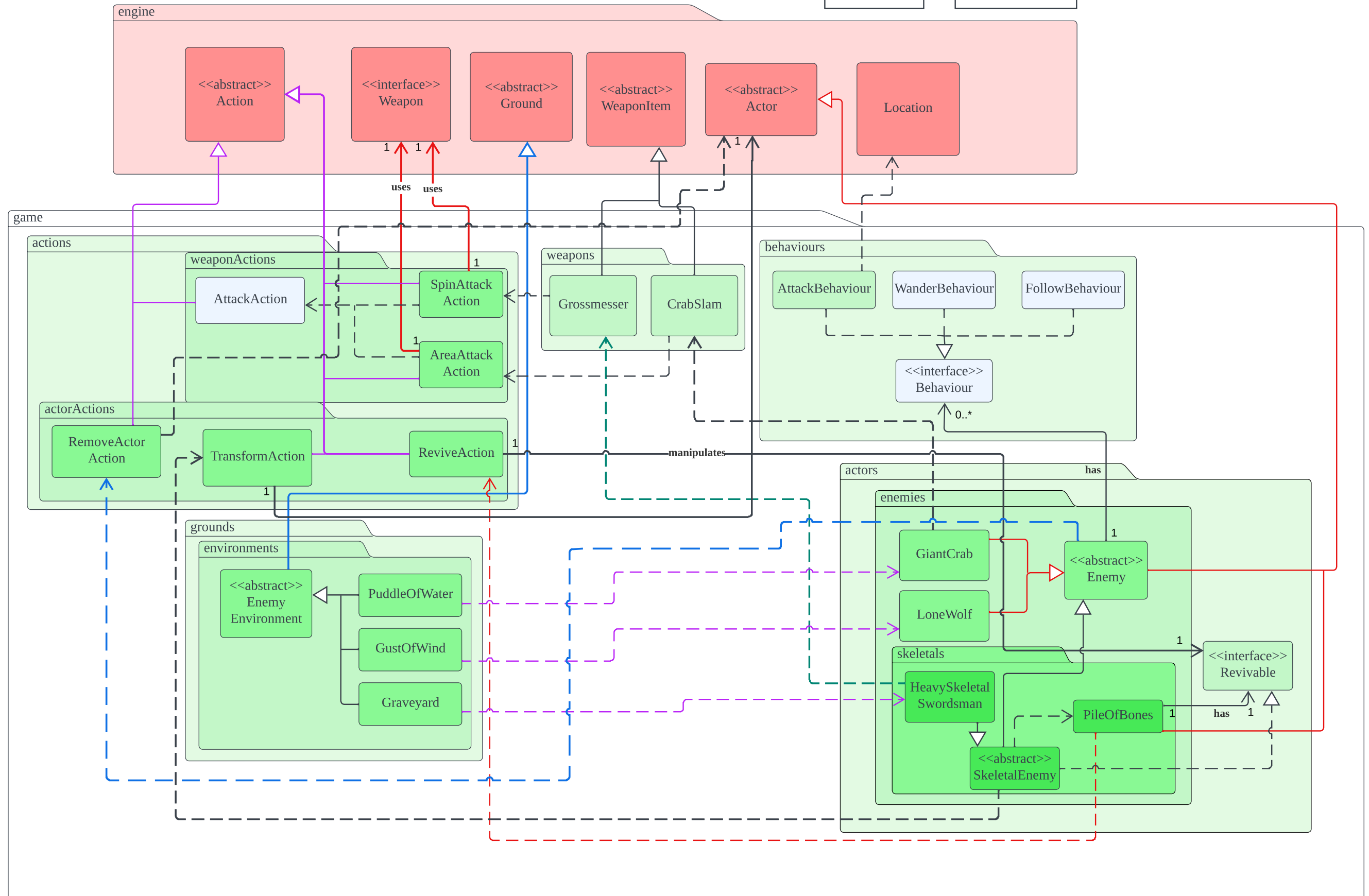


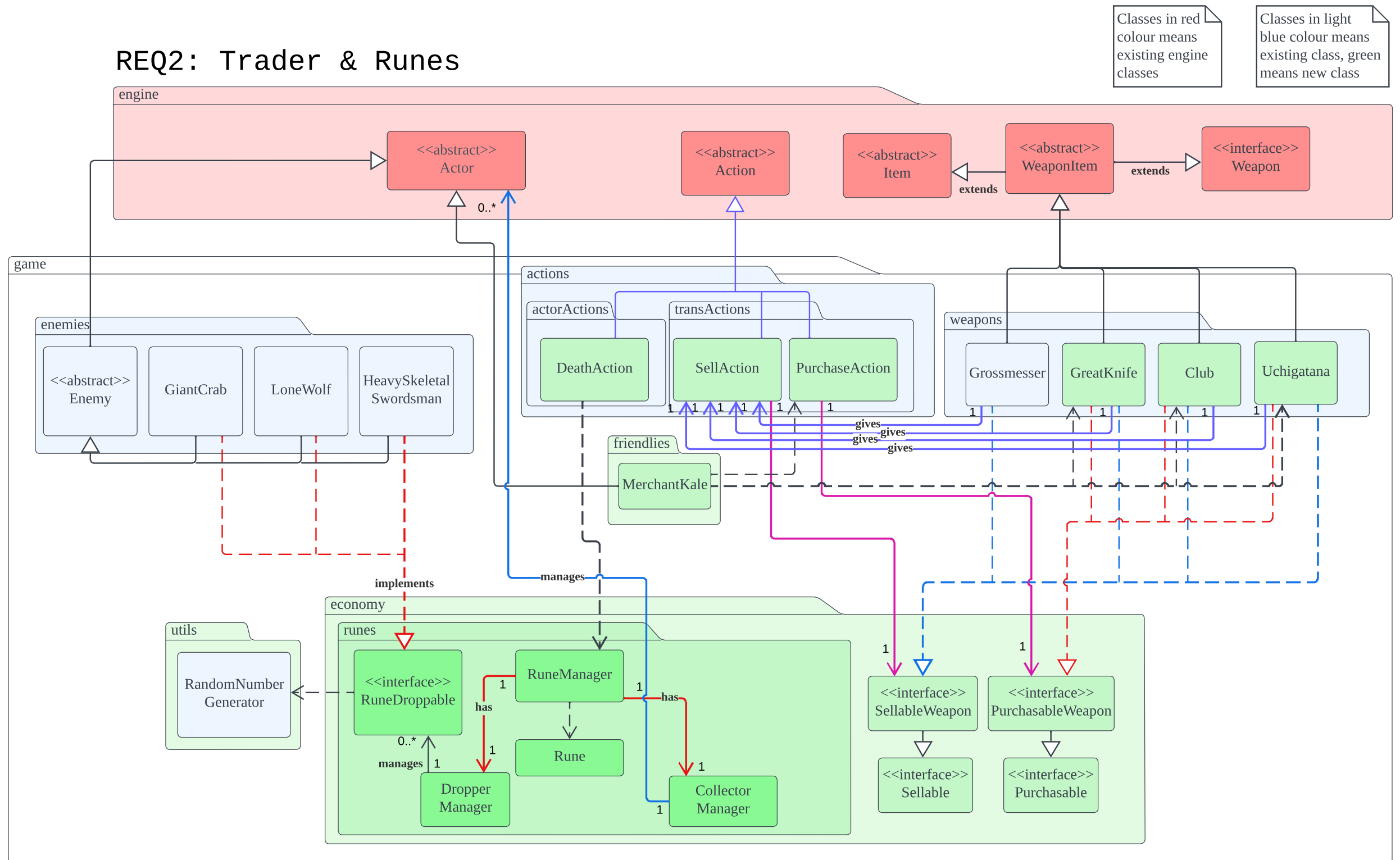
REQ1: Environments & Enemies

Classes in red
colour means
existing engine
classes

Classes in light
blue colour means
existing class, green
means new class



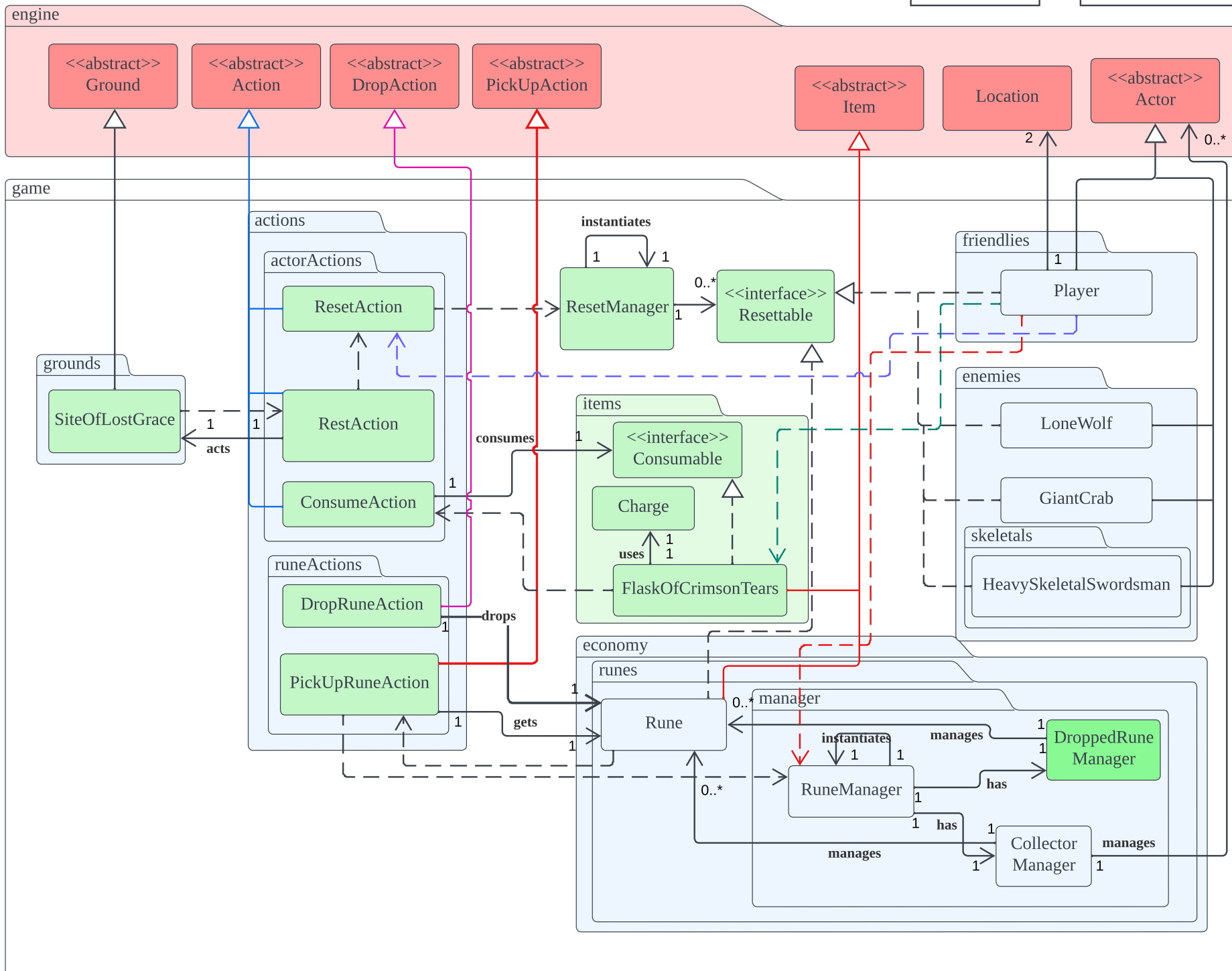
REQ2: Trader & Runes



REQ3: Grace & Game Reset

Classes in red colour means existing engine classes

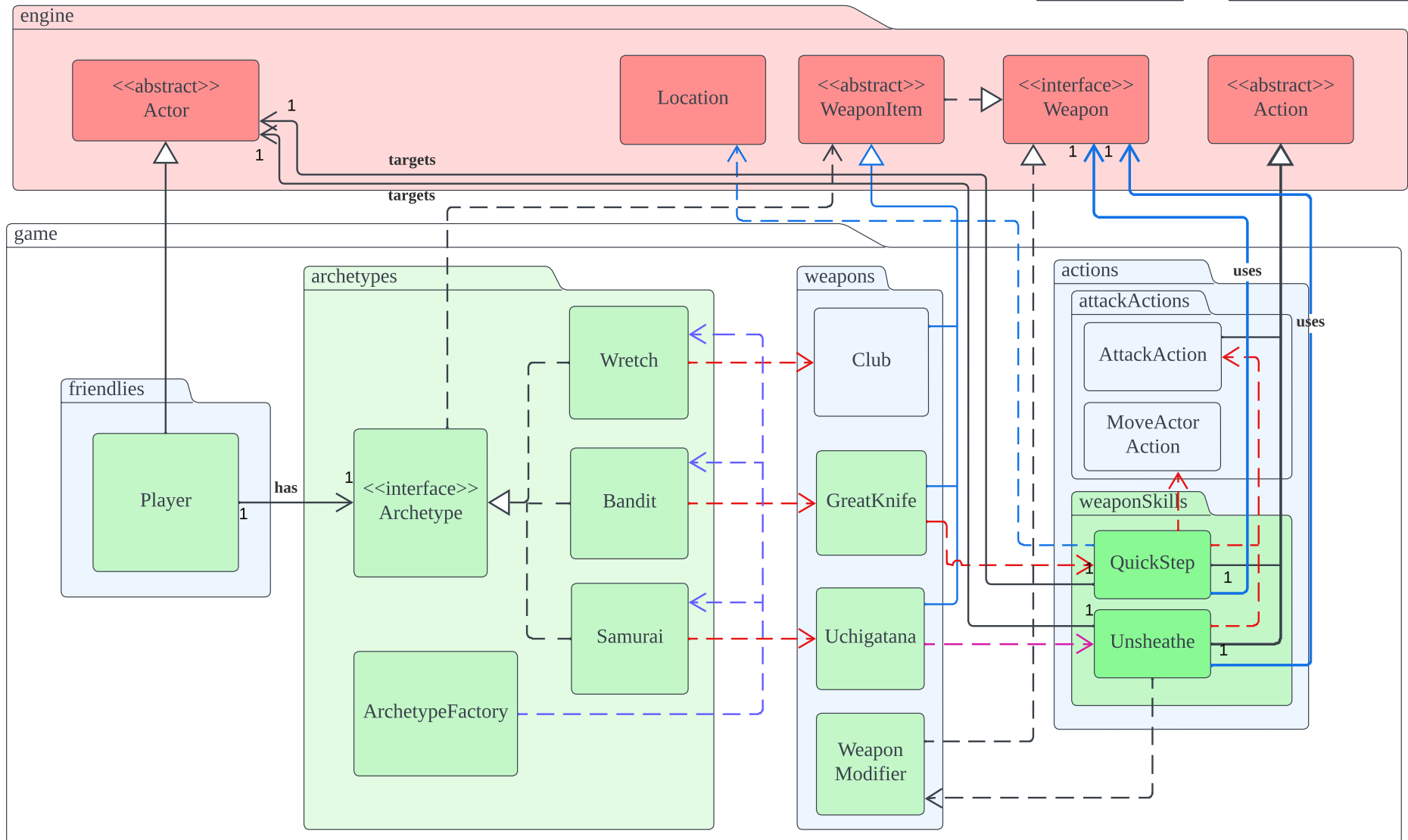
Classes in light blue colour means existing class, green means new class



REQ4: Classes (Combat Archetypes)

Classes in red
colour means
existing engine
classes

Classes in light
blue colour means
existing class, green
means new class



REQ5: More enemies

Classes in red
colour means
existing engine
classes

Classes in light blue colour means existing class, green means new class

