1. User can make multiple save files for different characters
2. User is able to load a saved game upon starting the program or at any point after when not in battle
3. User is able to select which enemy to fight when facing more than one in a battle
4. User can use items to heal damage taken both to the player character and to any allies
5. User can cast a spell at any non-battle time that will increase either health or attack power depending on in-game time of day
6. User can use items to clear blocked pathways and progress with the game
7. User can explore a dungeon with branching paths