High level Requirements:

* The player must be able to save their data/progress in game
* The player must be able to interact with objects in the game
  + NPCs / objects
* The player must be able to encounter enemies in the overworld and engage in battle
* The game must initialize into the battle scene with the leading unit and 2nd unit in party
* The player must be able to select battle UI buttons and perform actions according to button
* The player must be able to adjust the units they use in a party system (swapping position)
* The player must be able to upgrade their skills
* The player must be able to move around and explore in the overworld
* The player must be able to change settings to ones they may prefer (sound and graphics)
* The player must be able to access their items through an inventory menu