High level Requirements:

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