**Revised High Level Requirements**

1. The player must be able to save their data/progress in the game
   1. The player must be able to initialize/load their data for the game.
2. The player must be able to interact with objects in the game
   1. Interacting with passive NPC’s should be able to trigger dialogue
   2. Interacting with chests should be able to trigger a “player obtained item” event
   3. Interacting with store/shop NPC and buildings should trigger their respective event
      1. Open Shop UI, etc.
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. Players must be able to upgrade their skills
   1. Can be upgradeable through a shop
      1. Idea is to pay currency (and maybe keep an SP bank as a secondary cost) to upgrade skills
      2. Primarily upgrade damage, maybe increase accuracy or stamina cost later on
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 in an inventory UI
    1. Items can be categorized as equipable items, utility items, stat increasing items
    2. Equipable items can be equipped to a unit applying stat changes
       1. In the future, may be able to trigger special conditional events
          1. (Lifesteal weapon that would give % of damage dealt back to the player as health)
    3. Utility items can be used during battle and some may not
       1. Healing (Gain x health)
       2. Energy Drink (Gain x Stamina)
       3. Defensive potion (Gain x defense/res for y turns)
    4. Stat increasing items can permanently increase stats
       1. Vitamin D (Increase defense)

The player approaches an enemy NPC wolf unit. By approaching the NPC unit’s encounter radius, the player would be indicated that they did so through an exclamation point above the NPC. If the player were to approach even closer, a battle trigger would occur and would switch over to a battle scene.