1. Player inputs left, right, up, down
2. Player rotates camera
3. Player presses start button
4. Player quits the game
5. Player saves the game progress
6. Player loads the game progress
7. Map initially generates when game is loaded
8. Player speaks with NPC, triggers or avoids traps, picks up or examines objects
9. Renderer will change picture on screen
10. When player reaches exit, new map generates
11. Player changes controls for up, down, left, right, rotate left, rotate right and increase or decrease music level
12. Level of difficulty of game changes as level increases
13. Player dies from loss of health/traps
14. Map generates chunk when player reaches end of chunk
15. Player enters cheat codes