# First Playable Alpha

The first playable alpha should consist of a functioning hub map, the first playable map (The Fall of the House of Usher), and at least one class per role that can be played. A more detailed list of features is as follows:

- ~~A list of required features~~(cheesemeup)(done)
- Expand list of features as more requirements become apparent
- A class with a tank role(cheesemeup)
- A class with a healer role
- A class with a melee dps role
- ~~A class with a ranged dps role~~(cheesemeup)(done)
- A system to change class and spec
- Persistent mapping of actionbar slots to spells, per class/spec
- The Fall of the House of Usher outside area map
- The Fall of the House of Usher inside map
- Wipe recovery by respawning at most recent checkpoint upon party wipe
- 8 to 10 scripted boss encounters
- An aggro system
- Pathfinding for NPCs
- Auto-attacks
- A map selection menu in the hub map to move to another map
- A loading screen
- Debugging options for:
  - resetting the map
  - resurrecting all players at the current spawn location
  - reinitialization of boss encounter
- Nameplates with HP and debuff display for NPCs
- Buff and debuff display for players
- Party frames
- Mouseover targeting of unit frames
- HoT and DoT display on party frames
- A chat window to communicate with other players
- Possible extension of chat window with debug commands, allowing for more commands than would fit in esc menu
- Writing of combat log to persistent file
- Player cap of 5
- Rough balancing of specs and encounters
- Return to hub map on map completion

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