[Project Name]  
Project Scope

September 9, 2018

# Overview

## Project Description

The end goal of the project is to create a text-based RPG game. The game will implement the use of dungeons, maps, items / loot, decision making system, and a turn-based battle system. RPG elements will heavily influence the game.

## Project Members

Rashad Henry and Alex Lopez

## Project Format

At launch the game will use console then transition to web.

## Deliverables

The following items will be used in development: Flow charts for processes, several codebases for structuring code, in-game map diagrams, combat system diagrams, dialogue files for main character, game story, and user choice (the player will make decisions) and Inventory management system for items, weapons, loot etc.

## Database

The Database we’re planning to use is SQL

## Learning

There is much to learn from this project. Creating a game make us think critically about user choices and sequential events. Throughout the game’s development we will further utilize our knowledge of classes, Inheritance, user interface, if-else events, and what I think is the most exciting and challenging: creating an efficient combat system.