**Program Overview/Introduction**

Stephen Sondheim’s musical *Into the Woods* and its Forest Heights production was our inspiration for our game, appropriately titled Into the Woods- The RPG.

Our program is a top-down RPG, much like Legend of Zelda. The program is mission-based, with the user navigating a character around a map with the four directional arrow keys and attempting the complete the missions. When the player makes contact with the ending screen, they will be taken to the battle screen, where they will be faced with a turn-based battle against an enemy. In the battle screen, the player will have the option to attack the enemy, or switch weapons to find something that will do more damage. Once the player attacks, the enemy will attack as well, until the player wins or loses the battle. Once the battle is over, the game returns to the player and the map, allowing the player to continue to progress through the game.

The game also has a save feature, that will save the player’s location upon closing and re-opening the game.

Our program makes use of several different programming techniques and add-ons, such as the Tiled Map Editor, TrueType Fonts, and Overlap2D, as well as using Scene2D to manage our class files.

This project allowed us to combine our love for the musical *Into the Woods* with our passion for programming, and we are incredibly proud of our final result.