1. Introduction: Overview of your project (1 paragraph)
2. Target Population: Who are you directing this software and what are you doing to make it appeal to them? (2 paragraphs)
3. Purpose to the consumer: what makes your program unique? What makes it a better option than other software or is there a lack of software in this field? Is it helpful, how so? (3 paragraphs)
4. Constraints: List possible bugs and what factors you will be considering beforehand to avoid those bugs. (Numbered list and 2 paragraphs)
5. Conclusion: Why you are moving forward with this project. Overview of project strategy. (1 - 2 paragraphs)

**Pyrate**

Capstone project proposal by R. G. Blaine

Introduction:

*Pyrate (Noun): Archaic spelling of “pirate”*

A roguelike game is a subgenre of role-playing video games. Typically, it features a “dungeon crawl” through procedurally generated levels, turn-based gameplay, and ASCII or tile graphics. Such games also frequently feature permanent character death. The term “roguelike” is derived from the 1980 game Rogue which, although not the first game of its type, is considered the forerunner for the genre. Modern action role-playing and survival games such as Diablo and UnReal World were heavily inspired by roguelikes.

Target Population:

Even today, roguelike games still have a degree of popularity. Aside from the action role-playing and survival games inspired by them, there are scores of true roguelike games available for iOS and Android, not to mention the hundreds available on PC and Mac. So why add another one to the pile? The vast majority of them adhere to hackneyed tropes and mechanics popularized by the original such games. This tends to make them more popular with older users who grew up with the original games. By putting a fresh spin on some of those core ideas, I hope to make Pyrate popular with more younger consumers, as well.

Gamers come in all shapes, sizes, genders, ethnicities, and ages. Anyone who enjoys playing computer games is a potential user for Pyrate. It does not require lightning fast reflexes or encyclopedic knowledge of the game’s backstory or characters. All that is required is a desire to take a break from the drudgery of reality and enjoy an adventure. Who hasn’t daydreamed about becoming a fantasy hero or heroine and exploring an ancient dungeon while fighting fantastic monsters for gold and glory?

Purpose to the Consumer:

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Constraints:

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Conclusion:

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