# Description of Project

A choose your own adventure game based on the world of Harry Potter. Users can create a character, get sorted into one of the four houses, and embark on an adventure to save the world.

## MVP (Minimal Viable Product) Goals

* A landing page where the user can set their name.
* Create a sequence of 5 challenges/scenarios. The user has to choose a spell or action to complete the task and move on.
* Popup alerts that will tell the user when they use a wrong spell. It will explain what effect they caused.

## Stretch Goals

* A quiz where the user's answers will influence which Hogwarts house they are sorted into.
* Sorting Hat function
* Additional scenarios
* Multiple endings
* Enhanced graphical design
* A health system that will tick down if the user gives the wrong answer. An ending page will display if the user loses all their lives.
* Add sound effects/background music
* Add animations

## Researched Data

Harry Potter API endpoints:

* characters
* sortingHat
* houses
* spells

## Pseudo Code

## Wireframe