# **Executive Summary**

# Product Description

The product will be an application which a user will be able to crawl through a series of cave systems, fighting monsters, forming companionship with some of the enemies they defeat, fight bosses, level up stats, earn rewards, and learn skill or spells.

# Target Audience

Users that are the age of 17+ who enjoy rougelite/like, rpg, and character progression.

Conclusions