Design document for CS Club Fall 2016, (Unknown Title), a Text-based game

Main folder: https://drive.google.com/open?id=0Bz0M9MHd9ekqSTRvNzN0TGtQOE0

* Title (Unknown)
* Characters
  + Main character (The player)
    - For rough overview of Implementation, see: https://docs.g oogle.com/document/d/1K\_bpqkfYgMjMwCmpNHl6RlWET5dwXxgjvXVzq\_nIKy4/edit?usp=sharing
  + Antagonist
* Locations:
  + Starting zone
  + DEEEEEEEEEEEEEEPPPPPPP SPAAAAAAAAAAAAAAAAAACEEEEEEEE
    - Not really though. Whatever we decide a good setting is.
* Story Synopsis
  + See: (File not made yet)
  + Beginning
* Basic Gameplay
  + Overall: Text based. The user will input commands to do various things.
  + Movement
  + Items
* Items
  + See: (File not made yet)
* Enemy Types
  + See: (File not made yet)
* Stages
  + See: (File not made yet)
* Endings