**The Vision**

After considering the program that the original developer Travis has given us we were able to personalize his game into our own vision. Our main priority is to make a game that offers a great user experience. Therefore, our first step for achieving this was to make a help menu. This way when a user either is an amateur or needs to review a control they have easy access to this information. Also, the controls needed to be simplified and more efficient. For instance, in order to open a chest the user needs to be walking toward the chest while pressing the “f” key to open it. This control is not efficient, and will be difficult for the average user to remember. Therefore we adjusted the controls to fit this objective. Interaction is a major step in carrying out this objective. This game does not have a purpose. Adding interactions between the NPC and the user, or adding the ability to obtain useful items, explore the houses, or even adding a narration text bar explaining the game will enhance every user's involvement. Adding a story to go a long with the narration to point the user in the right direction would be an interesting addition. Along with obtaining useful items may come useful abilities for the user that needs to be created. For example, we know the user obtains magic from the chests, though the user cannot use this magic. Also, an enhancement that we would have liked to have finished was combat. Provided in the package is the start of our card implementation of combat. Also we started a back up plan to combat you will see clearly documented in the code as well. Therefore you will have the option of attempting either or even scrapping both. Some of these bugs and enhancements have been fixed or implemented, as you will be able to see from the game and the controls documentation. Although, the ones we were not able to implement will be in the possible enhancements document provided to you. Our main priority was giving the user a better experience with our newest implementations and changes, therefore from our changes you will be able to tell we made major strides toward this goal.