[Linear Dungeon Crawl]

Ibrilyn  
Project Scope

January 26, 2020

# Overview

## Project Description

A handful of humans (the player) are selected every cycle by a species called imans (similar to humans). The imans use summoning spells to summon humans and task them with exploring each floor and clearing possible threats. In this new land called Ibrilyn lives monsters, elves, dwarves, dragons and hundreds of undicovered species. The approximate size of Ibrilyn is not recorded as of yet but one thing is known, in the center of this new land lies an enormous tower stretching far past the clouds and out of view. The imans brief the humans on why they are there, the tower contains a spiral staircase leading down deeper and deeper into the environment until it reaches a door to a new land. The imans call each new plane of land “Floors”. The setting shares characteristics from what the humans call the medival times. Imans use swords and magic to protect themselves. The player advances north, south, east and west until they reach the tower in which interacting with it will lead them to a new floor. Each floor contains monsters to fight, allies to help, traps, and of course, loot. I’ve never made a game of this caliber and this is my first-time using C# so my goal is to make a run of the mill muds type game that works.

## Project Members

Mathias Beharry

## Project Format

Program

## Deliverables

Word Doc including item and gear information along with instructions on how to get started on Ibrilyn.

## Database

Not any right now

## Learning

I do not know anything about this programming language as of now but when progressing through this course I hope to learn all the essential skills required to use C# effectively.