**CS408 Team 10 Project Charter**

**Problem Statement:**

In CS408, our team will develop an advance version of Zork, one of the first text based interactive role-playing adventure computer games.

**Project Objectives:**

The game must perform the following functions:

* The basic commands of Zork:
  + Movement commands (n,s,e,w)
  + Show inventory command (i)
  + The user will be able to pick up an item (take item)
  + The user will be able to open a container (open container)
  + When the user reach the exit, he will use a exit command to exit (open exit)
  + The user will be able to read an item if it is readable (read item)
  + The user will be able to drop an item (drop item)
  + The user will be able to put an item into a container (put item in container)
  + The user will be able to activate an item (turn on)
  + The user will be able to attack a creature with an item (attack creature with item)
* Additional functions:
  + Client side will be able to allow user login and play synchronized data with sever.
  + Server will be able to store the user information (i.e. user name, user password, game process as user saves the game)
  + Server will be able to store the maps users created

**Stakeholders:**

People who want to experience the classic game in a new way and enjoy creating their own modification to the game.

**Project Deliverables:**

In this project, we will not only achieve the basic functionality of Zork, we will also implement a client-server mode, which allows user to play the game anywhere on any computer. We will also create a simple UI, which provides login and other additional functions. We will have a client and a server, so that we will have 2 excusable. For testing purpose, we will give our S3 bucket to the testing team and we will write a user manual to clarify the instructions.