***Documentation for RPG game***

***What game is about?***

You start in a town with no money. You are a survivor from a dragon that attacked your town. You have to go to the tower up the street which is occupied by monsters; you have to kill all the monsters on that floor to get to the next floor and so on. Once you get to the top floor on the tower you will have to fight the dragon. You will receive money every time you kill a monster and you can use that money to buy equipment.

***Names of Characters:***

* Player – Gongor
* Boss - Moradok
* Shop Keeper – Glenn

***Level design:***

* Town with a shop
* Tower with five levels
* Shop where you can buy items

**Contributors:**

**Project Manager and main program and player design:**

*Dominic Delicato*

**Enemy and shop program:**

*Hongzhi (Barry) yang*

**Map design:**

*Jason cowieson*

**Boss design:**

*Jesse Banks*