**Team 2:** Ebra, Cory, Pat

**Team Name:** Team 2

**Game Name:** Black Forest Castle

**Concept:**

* Medieval Gothic Castle in the woods
* You’re the protagonist (“Player puts in their name”)
* Out for a hike and see a castle
* Trap castle you get stuck inside and have to find a way out, it lures you in by looking all nice and stuff, then boom you're trapped.
* Cannot be heard and castle has living characteristics like a room inside that squeezes you
* The goal is to escape the castle
* ASCII art

**Features:**

* Moving – North, South, East, West
* Items – Use items to interact with stuff
* Combat – Fight stuff in the castle
* Multiple Endings
* Game Over Scenarios
* Having energy/stamina to trigger different scenarios/actions
* Have Teleport feature that allows user to go to any room.
* Puzzles – couple of rooms
  + maybe with a timer
  + Combination of certain items to unlock the door
  + Unlock the teleport feature when certain items are obtained
* Commands:
  + “move” for directions
  + “get” for items
  + “look” for current location
  + “fight” for combat
  + “teleport” for rapid exit
  + “?” for help on controls/commands
* Winning Criteria:
  + Escaping the castle
    - Getting certain items
    - Overriding the entry way
    - Access certain rooms that serve as escape route

**Test plans:**

* Make sure Commands function properly
* Game over scenarios end the game.
* Get user name.
* Items can function, and trigger proper events.

**Packages:**

* com.blackforestcastle
  + Player class
  + Rooms class
  + Items class
  + Commands class
  + Endgame class
  + Controller class
* com.blackforestcastle.client
  + Main class
* com.blackforestcastle.test