We are making a Dungeons and Dragons inspired game. Dungeons and Dragons is a story driven party game that leads players onto fantasy adventures where they need to work together to complete a mission or goal. There may be obstacles in the way for the players to avoid or get through. The game will consist of an objective with different options that alter the player's experience.

Dungeons and Dragons is a game that uses a 20 sided die to determine if a player's actions are successful or not. The dice rolls will determine if the action is successful or not. Based on the outcome of the dice, the story will branch off into different paths. When a player clicks the button, the dice will roll. Save data for players to continue their stories in the future. The difficulty of the game will be determined by the amount of players, with more being harder.

We will use Java to program the application and have Firebase as the database to save multiple game files. We will use SceneBuilder to create the GUI.

Meeting Times
Tuesday - Activity Hour (In Person)
Thursday- Activity Hour (In Person)