The purpose of this IT-Programming Capstone project is to serve as rougelike game that will allow the programmer to learn a language, being C sharp. The project will also teach the programmer to implement sound into a program. This will be achieved by having the programmer research these topics through various text, images, and videos until enough of an understanding is gained to allow the topics to be utilized. By the project due date of Early-April, the project will feature at least two separate levels and a boss at the end of said levels. The project will be complete when the player can go through the two floors and defeat the boss without issue.