Proposal

1. **Language choice**

Eiffel

1. **Brief statement on the strengths of the language: what application domain was it intended for, what programming paradigms does it primarily support?**

Secure “design-by-contract” principle and support for multiple inheritance, intended for enterprise applications, Object-Oriented.

1. **Description of your project: What program are you going to write? What are its primary features, what do you want it to do?**

Salvos Aptissimum – “Survival of the Fittest”

A text based MMO-Roguelike based on survival. Players are small North American animals, and can only communicate with other members of their species. “Factions” or “guilds” if you will.

Communication takes place in the current room, or surrounding rooms if using the shout command.

Rooms consist of four borders or “entrances” and a center. Upon arriving in a room, you are placed on the border adjacent to the previous room. While in one of the borders, you can only be detected by smell if the wind is blowing towards the center of the room.

Actions such as movement and combat cost stamina which slowly charges over time. Quicker if you are resting in your burrow.

Turns are asynchronous for players, and based on 5 second intervals, “ticks,” for NPCs.

1. **Language fit: Why is your language a good choice for this particular project**

We make use of multiple inheritance (Omnivore inherits Carnivore & Herbivore, etc.)

Our project is also a problem best represented by the Object-Oriented paradigm.

Eiffel has a built-in and cross-platform Client/Server library.

1. **Resources: what do you need for a development environment and how can you get that environment?**

We will use the open source version of Eiffel Studio which is a free download.