**Project Title:** Computer Game - Your Own Game Idea

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**Degree Course:** Computer Science BSc

**Abstract.**

My project is to create a game of my own design. I have chosen to create a 2D fantasy RPG game that is created using C++ and the SDL2 library. The game is intended to be mostly procedurally generated, this will allow for greater re-playability as the game will be different every time you start a new game.

In the game you will be able to travel around a land full of monsters and adventure, you will be able to level your character up and fight monsters that are dynamically balanced so that the game is always challenging no matter how long you've been playing it.