**“Chesire’s Game”**

**1 - Overview**

-Video Game: Text based RPG exploration game

This will be a text based RPG game where the player roams dungeons to level up and defeat nine bosses. Within the dungeons are weaker enemies that you must defeat/grind to level up in order gto fight the boss.

\*A.I. may or may not be added to the game.

**2 - Story**

“Congratulations! You are one of the ten contestants who have been selected to join what we call, “Chesire’s Games”. You will be pit amongst other people who will fight in many of my dimensions, destroying monsters and strengthening yourselves along the way. However, your main goal is to kill each other and the last person standing is considered to be the victor. Of course, I will not let you off empty handed, so as a reward for surviving to the end you will be granted one wish! But let’s save that until you actually win, shall we? Welcome to the games.”

**3 - Gameplay**

-Typical RPG aspects (health/mana, currency, skills, stats, etc.)

-Generic map exploration through dungeons.

-Optional: A.I. implementation for the 9 contestants.

**4 - Graphics/Design**

This game will be texted based, so there will not be any graphics at all. You will see the game itself through your imagination!

**5 - Tools/Software**

Everything will be run off the command prompt. Visual Studios 2013 will be used as the main compiler of this project. All of the game’s feature will utilize C++ oriented coding.

**6 - Goals**

The main goal is to allow beginner programmers to gain more experience in coding in C++. Because there is no need for graphics, programming will be heavily focused and provide for faster development time in general. In addition, whatever can be made here can be transferred in the future for other games.

**7 - The Team**

Danny Diep - Programmer

Quynh Nyugen - Programmer

Michaella Sheng - Programmer

Alex Tran - Programmer

David Zhang - Programmer