

❖ **QuestKeeper is a command-line game that makes Dungeons & Dragons accessible to everyone.** You create a character through a guided process, then dive into professionally crafted adventures like "Muddlebrook: Harlequin Trials" a comedic mystery campaign with puzzle rooms, mini-games, and a theatrical villain. The game handles all the complex D&D mechanics (dice rolls, ability checks, combat resolution, inventory management) so you can focus on making choices, solving puzzles, and experiencing the story. When you complete a trial, you earn magical items and advance the narrative. Your character and progress persist across sessions using file-based storage, so you can play at your own pace without coordinating schedules.

❖ **So if you've always wanted to play D&D but couldn't find a Dungeon Master or a group, just fire up QuestKeeper in your terminal!**

❖ **Imagine creating a rogue named Shadows who investigates the missing mayor of Muddlebrook, solves a backwards clock puzzle to earn a teleportation spark, battles clockwork minions in the Town Hall, and discovers the villain's cryptic message pointing toward the abandoned clocktower. All without memorizing rulebooks or waiting for game night.**

❖ **QuestKeeper will become the new *thing* for solo D&D players and beginner groups.**

❖ **My MVP will let users create characters with full D&D 5e attributes, play through Muddlebrook Trial #1 with 6 mini-games and rewards, experience turn-based combat with proper dice mechanics, and save/load their game state from files. The game delivers a complete story arc: tavern hook → investigation → puzzle trial → encounter → villain stinger, all through an engaging text-based interface.**

❖ **I'll build it using object-oriented design with character abstraction, display classes for terminal UI, a game loop managing scenes and encounters, random encounter tables with dice mechanics, and file-based data persistence (YAML/JSON) for character saves and campaign state.**

❖ **The secret weapon: Two complete campaign bibles ready to plug into the data model. That's 20+ trials, 15+ NPCs with voice profiles, custom monsters, magical items, and a modular structure perfect for AI expansion.**