# The First Ideas Document

## General Setup:

* Players: There is just one player who has multiple programon to battle with (if these are recruited).
* Premises: The player faces many battles against other programon.
* Resources: The means to battle will be recruited programon. And the game will have health healing, status effect healing and stat effect increase items.
* Objectives: The objective is to defeat all the master programmers and become the new champion.
* Boundaries: Fixed path depending on where the story goes.
* Rules: The player move in the map and talk, in menu he can select options. In battles the player can attack and run. The battles are won when the enemy has been defeated.
* Conflicts: The obstacles are enemy programon and every place the player can’t walk.
* Outcomes: The player will be victorious when he defeated all the master programon.

## Plotline:

Player wants to defeat the master programon.

## Storyline:

The player wakes up in their home and go on a quest to train and defeat the master programon.