Advent  
Project Scope

January 17, 2021

# Overview

## Project Description

TL-DR: You’re an adventure going into a dungeon to acquire loot and fame while shutting it down to stop monsters from spawning.

Reasoning for name: Advent means the arrival of a notable person, thing, or event. Thought it would be cool if player character is seen as the advent for this story.

In this world, dungeons are structures that occasionally become active at uncertain times and reside in very specific areas of the land. Monsters tend to pour out of the dungeons if nothing is done about the situation and the dungeons grow stronger the longer they remain unconquered. Adventuring will be a common job and you will be a “nameless adventure” meaning you are an adventure with no fame to mention. This title is given to new adventures who have yet to step in a dungeon. The goal will be to reach the end of the dungeon and destroy the “core” to make the dungeon become dormant and stop producing monsters. You will find fallen adventures you can loot or adventurers still alive who want the loot all for themselves and will fight you for it.

## Project Members

Nicholas Baxley

## Project Format

I am planning on making it Windows Form. As this seems the best for user experience and making it on the web seems hard.

## Deliverables

Maybe a GitHub Kanban board to show what I am currently working on and what is finished.

## Database

I do not have much experience with databases, but research says that using XML would be a good option. Would like feedback explaining how I would use a database for the game, and what some options are.

## Learning

I expect when learning how to make this game that I will end up running into problems I did not plan for. I am hoping this will teach me the things I need to plan for when creating games and maybe other projects.