Nick and Miles

Our final project idea is a console based adventure game.  the user will play be able to play through the game, and each time the user plays through the game, it will be slightly different due to randomization.  Each character will have unique traits.

The game is the priority based on the

IPO chart

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| The user’s responses to the game’s prompts | The game responds according to the user’s inputs | The gameplay text, and a save file. |

Agile backlog:

1. Game mechanics/make the game playable
2. Save function
3. Add characters and additional abilities and features.