Project name: Trumpocalypse

Goal for the project: The goal for this project is to make a game similar to the Oregon trail. This game however will focus on surviving the effects of the Donald Trump presidency. Players will begin in the United States and attempt to survive through either one term of his presidency, two terms of presidency, or dictator Trump. We will begin with using Pygame and plan to add at least one main story and a system to save your inventory and shop for more items to make it easier to survive and keep yourself fed. There will be a scoring system and therefore highscores. We plan to add a system for loss/death and random events will be generated time based affecting the player's life. There will be ways to attempt to gain influence in your government, neighborhood etc.

Customer: Muhtasim Mahir

Project Manager: Roland Carignan

Other people on project: Nick DeAguiar, Jesse Thew, David Shumway

February Goals: Project diagram for at least the main story line should be complete, and main story line for the game should be complete.

March Goals: Add additional storylines and random events, plus random events and side projects to fill out the game

End of Semester Goals: To add pictures to illustrate the story line and polish.