[Dungeon Crawl]  
Project Scope

August 25, 2019

# Overview

## Project Description

The program should allow a player to choose from different class they wish to play. Such classes may include, melee or ranged fighters as well as tanks and magic users. The players are then to traverse through a “dungeon” interacting with different scenarios such as battling monsters, coming across traps of sorts, and looting objects. At some point in the “dungeon” players should come across and ultimate enemy in which they must defeat in order to obtain greater treasures.

## Project Members

Brad and Shod

## Project Format

Console

## Deliverables

Flow chart, spreadsheet

## Database

MS SQL

## Learning

I hope to learn how to incorporate databases with programming through this project.