[Dungeon Crawl]  
Project Scope

August 25, 2019

# Overview

## Project Description

[A dungeon crawl is a type of scenario in fantasy role-playing games in which heroes navigate a labyrinthine environment (a "dungeon"), battling various monsters, avoiding traps, solving puzzles, and looting any treasure they may find.]

## Project Members

[Brad and Shod]

## Project Format

[Console]

## Deliverables

[What do you imagine you will need to turn in with this project. Example: flow-chart, Data Modal…etc.]

## Database

[MS SQL]

## Learning

[From this project hope to learn work with console graphics]