**Game Requirements:**  
  
What ever game you have chosen to implement for your project it must include the following elements. The reason for this is that future assignments will require that you implement each of the following items.

1. The program must start by displaying a **banner welcome screen** that displays the name of your game and gives a brief description of the game. The end user is then prompted and inputs their name. The name is then saved.

2. The program must contain a **main menu**, a **help menu**, a **game play menu** and at least one **other menu**. There must be end user stories for each menu item selected.

3. There must be at least **three** different end user stories that require the player to enter input on the console and the computer calculates using one or more complex equations (e.g., ***calculate the volume of a barrel***). Be sure to list the complex equations for each of these end user stories.

4. The game must contain a two or three dimensional **map** or game board with different locations that the characters in the game may visit. The map or game board must contain at least 25 different locations. Each location will contain a different scene or situation in the game. The same scene may be used in one or more locations.

5. The game must contain one or more end user stories to **move** the different actors or characters in the game from one location to another in the map or game board.

6. The game must contain **three** or more **lists of items** (e.g., ***resources, items, weapons, players***, etc.) and separate end user stories to sort and display each of the lists of items.

7. The game must contain end user stories to **save a game** and **restart a saved game**.