*TeamVlissides is Regan Fencl, Justin Stevenson, and Robert Holliday.*

The scenario for our game will be set in a deep dark cave with a red dragon who is the keeper of the cave. The dragon is watcher of the large stash of gold and precious jewels. The point of the game will be for the party to traverse the cave. In the cave there are traps, cave monsters, and minions of the dragon. The monsters are under the dragons command to keep outsiders from getting the stash of goods that are in the cave. The party, the good guys, must battle with, the bad guys, the monsters loosing life and mana for the goal of defeating the dragon and obtaining the reward of the stash of gold and the jewels.

The game will be played in a text interface, and if time allows, a GUI interface, which represents a 10x10 game board and with text output that will describe what is occurring in the game. There will also be a text input to facilitate control of the game, and a menu selection that will show that player statistics. The party of three will move tile by tile until they die or arrive at the end of the game. At each encounter each member of the party will battle a number of enemy’s. The game play will use a d20 dice which will roll a random number. There will be 10 levels to the game which determines the difficulty of the enemy’s. The programming language will be C#.

The good guys will be the warrior who has heavy armor, weapons, and strength. The thief who is fast, quick, can be upgraded to a ninja, picks locked doors, and begins the game weak. A monk has martial arts skills, also starts out weak. A black mage, who can cast damaging magic spells and has high magic. A white mage that can heal and buff the party, and a red mage who is a mixture between black and white. The party itself can gain traversal abilities, such as the ability to climb walls.

The bad guys will be a troll, a goblin, an orc, a bat, a bear, a lion, a spider, and The Predator, and the dragon of course. Other items in the game such as tools, potions, level ups, are still being decided.

There will be statistics for every character such as armor will reduce the damage a character takes, strength will be the physical damage indicator, magic will be the magic damage indicator and magic damage reducer, agility will be speed or chances to hit and dodge, and stamina will dictate maximum health.

Design patterns that we think we will use for our game are, the MVC pattern for the GUI, the controller, strategy, factory to create characters, commander for events, Iterator, Observer, Interpreter, Decorator, Facade, Singleton, State, and the Adapter.

At this point there is a rough class structure that consists of a Game class that contains references to the Dungeon, the Party, and the Battle systems. A Party class that contains references to the characters, the Game, and an items array. The Character class contains attributes that define a character. They consist of Enemy, Friendly, and PlayerCharacter classes. The PlayerCharacter have classes that inherit from it which are TheWarrior, Their, WhiteMage, Monk, BlackMage, and the RedMage classes.