# Project Description

The scenario for our game will be set in a deep dark cave with a dragon who is the keeper of the cave. The dragon is watcher of the large stash of gold and precious jewels in a treasure box. The point of the game will be for the party to traverse the cave. In the cave there 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, which represents a 5x5 game board using a console for display and interaction with the game. It will use a menu selection for navigation in the game and it will be used to that show player statistics, equip weapons, and use potions. 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 enemies. There will be 10 levels to each character which determines the difficulty of the enemies they face, and they will gain new abilities and an increase in stats as well as full resources. In a battle, and character can either attack, use an ability, or use an item. Abilities and items either heal or damage, and they can hit an entire party or just a single target. Attack just damages one target. Defeat the Dragon to win the game.

The programming language is C#. We don’t have any cheats, our game balance is in favor of the player, except when facing the Dragon.