Project description document -- give the gist of what your project is about, how the game 2. is played, etc.

Project Description

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 in a treasure box. 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, 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. 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#.

[Describe Good Guys here]

[Describe Bay Guys here]

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.

How the game is played

[Describe how the game is played with the Console here.]