**Analysis:**

**Background to project:**

I would like to create a text-based adventure game. This game would feature the user battling against monsters, having stats that determine whether or not they defeat monsters and have a progressive nature to an end game. It will be a rouge like rpj so each playthrough will be slightly different instead of the entire game being scripted. Characters will be able to have custom stats for each playthrough

**Must:**

* Allow you to change your stats upon level and equip new items as you go along
* Implement a constant randomness to the game through random events, chests, loot drops, monsters etc. To create an infinitent sense or replability
* Save the users name into a winners document upon completion
* Allow the user to create and name a character

**Should:**

* Allow the user to save the character at each level and load a previous character at the beginning of the game
* Have multiple levels with a variety of items and monsters
* Show combat to the user and implement multiple stat types that do different things
* Implement a feedback system that automatically emails to the user

**Could:**

* Implement items that give you a temporary boost when used
* Have random encounters with NPCs That assign you to kill a certain monster to receive an item
* Allow the user to save and load a game at any time
* Implement a dynamic combat where you can choose differ styles of attack that boost hit chance, crit chance or increase damage

**Software research:**

After research I believe I should use sqlite for my database. I will create monsters, heros and equipment to create classes for each as more can be added at any time. Combat will be randomized through using the random function. Through reaserch I will use gmail to send and recive emails and connect through smtplib