[The LAst Crown]  
Creating a linear dungeon crawl where the user fights enemies and collects loot.

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# Overview

## Project Description

[The Last Crown is a text-based RPG adventure that will include deep dialogue and complete user interaction. This text-based game will allow the user to make all the decisions affecting his or her adventure inside the world of Lavan. Because this is a beginning product this project will only focus on the solo experience for now, and maybe later add more in-depth features.

Inside the game The Last Crown you play as one of two characters from a long bloodline of kings and queens. Set in the world of Lavan your kingdom sits atop an icy mountain top. The story begins after your kingdom has been attacked and you have been forced into living in the slums with only a few of your kingdom’s survivors. Luckily the few that did survive were the strongest warriors known in the kingdom. Although you may be young you must now pick up a weapon and fight for the future of your kingdom and better yet the crown.

The base game of The Last Crown will allow you to choose from 3 different classes starting off which are the following: Archer, Warrior, or Thief. Each class will offer a different gameplay experience. Throughout the game, players will earn experience for taking on combat rooms, puzzles, and bosses. Gold will be earned from taking part in quest, combat, and puzzles.]

## Project Members

[William Merritt]

## Project Format

[Currently, I believe that the project will be formatted using a console. Future splits may contain other versions for Web or Forms.]

## Deliverables

[I imagine that I will need to turn in a flow chart, code screenshots, executable code, and demos that will not crash on run.]

## Database

[Currently, I do not know what I would currently need a database for. However, if I had to think of a need for a database it would be to hold the different items for the game.]

## Learning

[During the project I hope to learn everything needed to make a text-based game from beginning to end. I want to understand the use of C# programming behind the making of the game. Also, since I am currently taking a database, I would like to understand the relationship between a database and a game. But most importantly I want to be able to take away how to complete a project efficiently. Personally, I feel like being able to have consistent deliverables that work is going to be the hardest part.]