

**Intro:**

In the faraway island of Fungi, there dwells a humble population of villagers living in four main villages that are located at each compass direction on the island. The island villagers would be living a satisfied, happy life if not for the invading Saladorians led by the ruthless Saladore The Tyrant who conquered each of the villages and forced the inhabitants to obey his every rule. To combat this threat, two heroes have risen among their fellow citizens to take down these enemies. Will Mushronian and Amanita be able to vanquish their foes, or will they succumb to the iron fist of the Saladorians?!

**Explanation of Project:**

This idea for this project is the brainchild of a few years of thinking up this unique video game idea where two heroes on FungIsle (Fungi + Island) wage war against these invading Saladorians to save their people. They do this with the help of their faithful Fungivore (a bird) named "Bat." Obviously, this is database class, not game programming, but I thought it would be fun to create a database representing the entities that would be involved in this game or storyline; then use that database to store relevant information related to the game. I originally was just going to allow the user to query the databases and see what information lay therein, but as I started working on it, I started to gamify more and more aspects of the project, causing it to evolve into a full-fledged, albeit still simple, game.

Now, my FungIsle project simulates the two main heroes taking back the island from the evil boss and his henchmen and gives the user a good deal of options in controlling what the characters do.

For the **Summary**, please see *Summary.pdf*

For the **logical design**, please view *LogicalDesign.png*