Project Scope Document

Project Title	VREM (Dwarvish word for sorrow)
Description	A dark text based adventure game using Java, JavaFX, Spring to create a GUI to display and the user to interact with the program.
Why?	I would like to combine the majority of the elements taught in our Java course as well as learning new features. The Text Based Adventure is a means to showcase this as well as relying on my strengths as a creatively driven person. I feel this would be a good vehicle to showcase these skills in my portfolio.
MVP Acceptance Criteria	1. A working single player game that allows players to select different characters, swap items, move between rooms, and a combat system. 2. Text and user input are hosted on a JavaFX GUI instead of terminal prompts. 3. Full TDD
Potential Extensions	1. Images to display player location and the player themselves. 2. Ability to save player performance. 3. Sound effects/design. 4. Integrate with React Native for front-end display.
Risks	1. Layout and use of JavaFX GUI, mitigated by building a small quiz app to learn moving between scenes. 2. Learning react-native. 3. Solo project, workload requirements.
Exclusions	Does not need to run on a mobile app
Prerequisites	1. Storyboarding to determine the direction and flow of the app.
Instructor Sign Off	
Sign Off Date	