**Project Title: Z-Dork**

**Idea**

* Text-based adventure game.
* Player uses items and skills provided to defeat an enemy (specific type not decided).
* May be completely story based or may use a scoring system. This is still being debated.

**Motivation**

* Potential to be engrossing.
* Not complicated or difficult to make.

**Objective**

* Create a simple game that is alluring without the need for grandiose visual attractions.

**Project Requirements**

* Based on the C language.
* Extensive use of structures and user-defined functions. Possible use of File I/O.

**Timeline**

15.07.2019 – 22.07.2019 (Week 1) - Work out storyline and gameplay.

- Setup basic interface and characters.

22.07.2019 – 28.07.2019 (Week 2) - Setup functions for player actions.

29.07.2019 – 04.08.2019 (Week 3) - Work out enemy logic and actions.

05.08.2019 – 11.08.2019 (Week 4) - Add scoring system.

- Add team-based fighting system.

12.08.2019 – 18.08.2019 (Week 5) - Initial testing and debugging.

19.08.2019 – 25.08.2019 (Week 6) - Initial testing and debugging.

26.08.2019 – 01.09.2019 (Week 7) - Initial testing and debugging.

02.09.2019 – 08.09.2019 (Week 8) - Attempt to sophisticate enemy logic.

- Attempt to add minimal graphics.

09.09.2019 – 15.09.2019 (Week 9) - Beta testing and feedback.

16.09.2019 – 22.09.2019 (Week 10) - Final modifications.

- Final testing and debugging.