# **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.