This games purpose is to go out and collect different items in order to create a mythical sword. To do so the player must navigate the map, collecting items, and then bring to a specific point and put the items together in a certain manner.

As the player does this, they will interact with different items, being prompted what to do with what items. The player is first outfitted with a list of items to look for around the map. The game will have an interactive but simple map that the player can see different items and interact with them. They items not required on the map that will take up inventory space. If inventory is full before all items are collected, they will have drop something.

The Game is simple and easy however engaging in what the player wants to do. The key is the menus and lists of what commands are possible. The player may get confused on what is happening but these options will help to clarify.

End user stories

Welcome-

A banner is displayed that says “Welcome to “name of game”. Under this banner,

**End user stories**

1st end user – the main menu

Introduction-

A menu showing player options as shown as below:

S – Start New Adventure

L – Load Game

G – Game Credits

E – Exit To Desktop

The player selects an option. If [S] is selected, a game is launched. If [L] is selected, a window will open displaying save files on the host machine. If [G] is selected, a window will launch displaying game credits with the option to exit the screen via an x in the top right corner. If the user selects [E], the game will exit back to the desktop. – **Done by Bryant Godfrey**

2nd end user – prompts the user in game to see what they want to do

(insert what the player just previously did)…

What happens next?.......

3rd end user – movement around the map (which way they want to move)

When move is chosen prompts….

In which direction? (North, East, South, West)

**Lists**

Prompts what the player can do… valid commands

Inventory of the player

**Done By Joel Guthrie**