## Part D: Program Plan

Fill in each section after the first work week. Your teacher will use the information here to help guide discussions and provide support. You can and should modify this document as you progress. Indicate challenges and how you overcame them.

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| **Part 1: Abstract**  This is a rogue like adventure game that is all randomly generated.  There will be a fight system.  There will be an economy.  There will be Cities  There will be random NPCs  There will be… |
| **Part 2: File implementation**  Player names will be stored  Save file will be stored with players stats such as gold and inventory |
| **Part 3: List/Array implementation**  Enemies and tiles etc. are stored in lists |
| **Part 4: Unique features outline**  The game is almost fully randomized. |