# Criterion A: Planning

## Defining the problem:

The client, Soren Lindsay, is a fellow student attending my school and interested in getting into computer science. He has a basic knowledge of scratch programming, but wants to learn other languages such as Java. He has tried to learn languages like Java in the past, but has not been able to find a way to learn it effectively. He approached me with this problem, and after some discussion, he suggested that I make a text-based game for him to play and analyze as he is more of a visual learner. He wants this game to be simple, but enjoyable as he wants the code to be simple enough for him to understand and eventually add onto in the future, and the game enjoyable for him to play. His main problem about learning coding languages is that they are hard for him to understand and follow, so he would love to see a program that is as simple as possible to read and understand, while still being functional and relatively bug free.

Word Count : 175

## Rationale for Proposed Solution

I believe that programming this in Java will be the best solution to my clients problem. His requirements include a program that is easy to analyze the code and is enjoyable to learn from and add on to. He wants this game to be text based to be as easy as possible to understand, and with simple inputs and outputs. He also wants certain things to be in the game, such as an inventory, items, combat, exploration, and a clear objective. The game should be smooth and bug free.
I chose to use Java for this program because:
- I am most experienced in coding with Java
- My client is most interested in learning the Java programming language
- Java is easy to learn and understand
- Using Java it is possible to provide a simple and enjoyable program
- With help of Visual Studio Code IDE, writing program will become more easy
- Java is easy to manipulate and change
- Variables and Arrays in Java will provide easy development of combat, items, and inventory in a game

Word Count: 177

## Stating Success Criteria

1. Program will contain simple and understandable Java code for the user to understand
2. Program will provide a simple input and output system of commands through the command line
3. Program will consist of a game that the client enjoys to play
4. It will be easy to manipulate and change the source code of the program
5. It will be easy and simple for the user to respond to the output of the program with commands
6. The use of inventory, items and combat in the program