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Title: Chess

Description; A turn based game, in which the user sends out an avatar to “adventure” The avatar returns with loot that can be sold or equipped. The theme of the game will chess.

Actors: User (Video game players, poor college students, graders, out friends who we make try it, six year olds, ect.)

Functionality:

- Barter systems
- Adventure system (for obtaining items)
- User can equip items that benefit adventure and barter
- User can level up via a point system
- User stats screen
- Database to store item traits and user progress

Stretch functionality:

- Make game enjoyable
- Add graphics
- User in app purchases purchase