[Date]

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# Plan

The task that has been given is to create a choose your own adventure game using series of interconnected web pages. The final solution will use HTML, CSS and Java and use elements such as text, images, and sound to create and mould the webpages together.

The style of story will be of a cyberpunk setting which was decided upon after coming across a nifty looping sound clip.

# First choice

To create a game with small scale combat choices and health bar. The potential to have roguelike gameplay i.e., random elements.

I hope this can be achieved by using one page for the combat which throws up a random scenario depended on a random number generator. If it is not possible to use a random number generator then I will instead attempt to use real time

# List of Features

* Navigation between different HTML pages giving the player the choice to continue the story path or attempt to find loot.
* CSS to style the text and for a darkmode to be default i.e. black background with white text.
* Button that on hit will switch from darkmode to a normal colour scheme.
* The loot and the specifics of the battles besides the final boss will be randomised.
* Health Bar.
* Inventory & Abilities that persist within the current game session and reset on death.
* Battle mechanics as well as a final boss fight.