

Dear Mr. Moniaga,

For the culminating, we are planning to create the following program as a group:

Program name: Grandma's Adventure

Functionality:

Our program will be an adventure-style game, divided into 5 themed sections. At the start of the game, the user will have to choose between 5 different paths. Each section will have a series of choices, leading to different pathways. Each path will have choices that contribute to a point-based system/health bar and depending on the user's final point count, they will get one of three endings. In total, there will be 15 main endings.

Section 1: Sea/Ocean (Tuhina)

- This section will be sea-themed, and if the user collects enough points, they reach the good ending, where they will play a number guessing game
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Section 2: Cave (Abeer)

- This section will be cave-themed, and if the user collects enough points, they reach the good ending, where they will play a rock paper scissors game
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Section 3: Jungle Temple (Aaron)

- This section will be jungle temple-themed, and if the user collects enough points, they reach the good ending, where they will play a lottery game (BINGO)
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Section 4: Desert Pyramid (Haniya)

- This section will be desert-themed, and if the user collects enough points, they reach the good ending, where they will play a math-related pattern game
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Section 5: Mountain Themed (Anvita)

- This section will be mountain-themed, and if the user collects enough points, they reach the good ending, where they will play a card matching game
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This program will be coded using the C# language, and created on a Windows form application.

Thanks,

Group 1

(Anvita Akkineni, Tuhina Ray, Abeer Kashar, Aaron Yap-Dumlao, Haniya Kashif)