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 story 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 luck system. The number of points that the user collects will affect the experience that the user receives. There will be 15 endings in total.

Section 1: Sea/Ocean (Tuhina)
- This section will be sea-themed. There will be a good ending and a bad ending. There will be a guessing game at the end. The luck will affect the difficulty of the mini-game.

Section 2: Cave (Abeer)
- This section will be cave-themed. There are three endings, two bad endings and one good ending. There will be a rock paper scissors mini-game included, and depending on how many luck points the user collects will determine how many rounds the user gets for the mini-game.

Section 3: Jungle Temple (Aaron)
- This section will be jungle temple-themed. There are three endings. There are three bad endings and one good ending. There will be a coding mini-game where the user has to match the code given by the boss. The Luck will determine how many equations the user receives from the boss.

Section 4: Desert Pyramid (Haniya)
- This section will be desert-themed. There are four endings. There is one good ending, two neutral endings and one bad ending. There are three minigames, one math game, one pattern mini-game, and one word scramble mini-game. The luck points will determine the ending that the user receives.

Section 5: Mountain Themed (Anvita)
- This section will be mountain-themed, There will be three endings. There is one good ending, one bad ending and one neutral ending. The lucks points collected will determine the ending that the user receives. There will be a colour-matching mini-game included in the story.

Extra Features:
- The user will be able to exit the game at any time
- The user will be able to view the ending they get through the saved files in the bin folder.
- Once the game is complete the user will have the option to play the game again.

This program will be coded using the C# language, and created on a Console application.

Thanks,
Group 1
(Anvita Akkineni, Tuhina Ray, Abeer Kashar, Aaron Yap-Dumlao, Haniya Kashif)