**Finalized Game Ideas**

**Technical specifications:**

-we are using C#

-we are using visual studios

-we are using Github

-we are using Facebook Group

**Game specifications:**

-it is a turn based game

-there are different classes

-a hero class

-an enemy class

-the hero class specifications:

-the hero class is based off different computer science professions

-the start menu is laid out

X

Conquer RIC

New Game

Load

Exit

-the New Game button

-the New Game button will pop up a Character Creation screen

-the Character Creation screen

-after the person is finished with this screen, the person will be brought to the World Map