The problem is to create a tile based RPG that is able to read in files store important information and also be able to create events that occur when the player steps on certain tiles.

We will solve this problem by splitting up the workload on who will do what in regards to the game, such as someone to create events, and the other to create combat. An important aspect that we need to create is that of stats for the player which include: strength, health, defence, amour, experience. These stats will be able to effect combat and different items that are picked up in the game.

Problems that will occur within the game may include miscommunication between certain parts of code and their functionality. Example, If we create a function that works one person’s code it may not work in the others unless they have effectively used bit bucket. Another problem may occur with One of us not doing what we have been asked to do. In order to combat these problems we will make there is sufficient communication throughout the whole project, In order to make sure that we are completing tasks on time.