Proposal

This dnd game is a both a text based story driven game with a mix of pictures to help give a description to whatever scenario the players party is in. Attacks and choises will be made in a lower window with text describing the action, its action cost and movement costs. All of this is will be controlled in turns also known as initiative. Outside of initiative most choices will involve the party, an example would be searching loot from fallen enemies with an investigation check from each member. Choices can also effect story outcomes. Most choices will have an outcome determined by them by rolling dice. However instead of taking a d20 and rolling it, the game will roll whatever dice is required by the dungeon master. There is also the possibility for other players to join in during combat and initiative situations. The ideal player would be someone who already has experience playing dungeons and dragons and knows how the board game plays. However its simple enough for any ordinary person to figure out how to play. Production of this game may take a year to finish. Jeremy is making the gui with steady progress while nick’s artwork is going very well, my progess has been slowed however by organizing the work done by Jeremy and nick. Coding will resume and main progress towards the core game resumed once most of the organizing and paper work finished. When the core game is finished I will show it to willing play testers and see what needs to change.