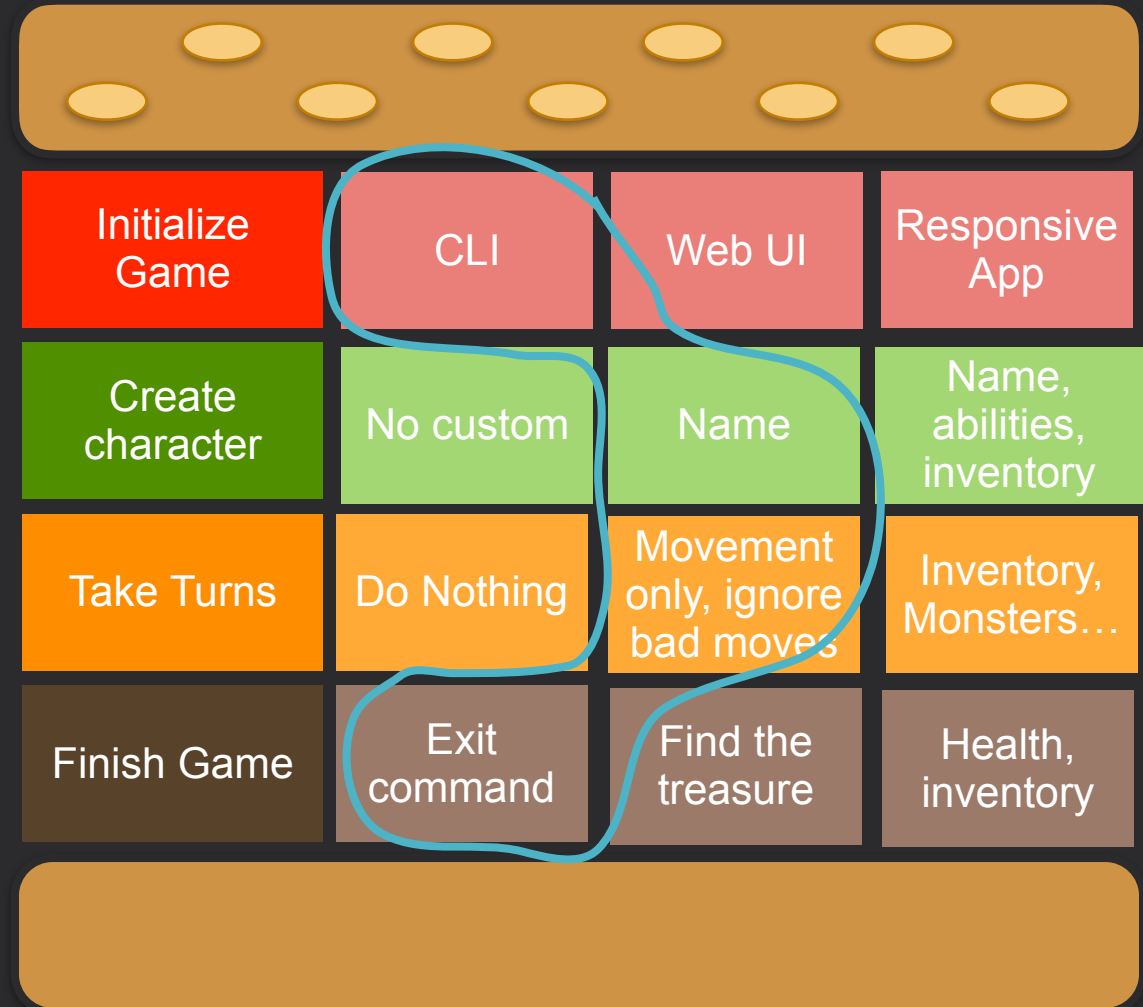


# Our shared split

Creating a minimum viable product increment

CLI-based game where the player can give their character a name, with movement only (no inventory, monsters, etc), “bad moves” are ignored, where the game ends when the player gives an exit command.



# Domain Models