

Jake Brown (Project Leader)
Siming Chen
Jiang Jiang
Michael Lee
Brandon Vickrey

Project Charter - Dungeon Drive (D:)

Problem Statement: *Short and succinct*

People need new and exciting ways to pass the time. We want to create a unique video game experience to do that by using the player's file system to generate the game world.

Project Objectives: *What the project will achieve*

- Allow people who want to influence how their games play without the need of modding knowledge do so.
- Provide a unique and personalized experience for users
- Engage the user in challenging scenarios

Stakeholders: *Persons who will be actively involved with the project*

Users/Customers - The game must have enough content to warrant their time.

Software Developers - The code must be organized and clear, so further development and maintenance will be easy

Development Managers - Keep the game playable and fun. Oversee that the developers are staying on track and completing the game before the deadline.

Project Deliverables: *The major results or services that will be produced*

Users will be able to experience a unique gaming experience that is dynamically influenced by them. Software will generate dungeons based on the folders/files on user hard drives. Users will have to traverse these dungeons and defeat various enemies to progress.