## **Requirements**

Your group's project artifact must meet the following requirements:

1. The artifact is grounded in some element of video game history.
2. The artifact is interactive and is capable of being manipulated by a user via some sort of input device.
3. The artifact must run in a resource constrained environment.
4. The artifact's source code is stored on an online repository such as [GitHub](https://github.com), [GitLab](https://gitlab.com), or [Bitbucket](https://bitbucket.org).
5. The project includes sufficient documentation to build, deploy, and use the artifact.
6. The project README.md must explain the project and its context in terms of video game history (between 250 - 500 words).



1. Jesus Statue
   1. This is your starting point. Here you re-read the stones.
2. Main Circle
   1. Moving south from #1
   2. Here you find bushes. If you examine bushes, you find a matchbox
3. God Quad
   1. Moving north from #1 or south from #6
   2. There is nothing here, but if you look north, you notice the dome looks extra bright today
4. LaFun
   1. Moving east from #6
   2. There is nothing here, but you notice students looking very upset (when the puzzle is solved, you can come back and see them happy.. displaying that we can change game states of different locations)
5. Grotto
   1. Moving west from #6
   2. Here you must place candle and light candle. The candle flame grows extremely bright and you notice the world changing. The permacloud disappears and the sun comes back, saving the school and winning the game
6. Dome
   1. Moving north from #3, moving west from #4, moving east from #5
   2. Here you look at the ground and see a candle

Starting text: *You are a Notre Dame student and it is the last week of April. The South Bend permacloud has stayed looming over the campus for months now, leaving a never-ending impression of winter. The sun hasn’t been seen since the fall semester and campus life is deteriorated. You start wondering if there’s a way to lift this curse before finals week where you think most students will lose their minds. You begin wandering around campus, looking for a hint, a sign, any sort of clue to help you fix your school. Going from building to building, you find nothing. Exhausted, stressed, and depressed from your lack of vitamin D, you sit down on the ring of stones surrounding Jesus and toss him a prayer. Unexpectedly, you slip from your seat as the stones are loose. You look at the stones and read..*

***”il y a un moyen d'éclairer le monde”***

*(roughly translates to: “there is one way to light the world”)*

*Luckily, that one semester of French you took to fulfill a college requirement hasn’t completely left you and you finally see the light at the end of the tunnel. You can save the school.*

Ideas for more complex story

* John Jenkins is stealing money, you see a rainbow now that the sky is clear. At the end of the rainbow, there’s a pot of gold that you can deliver to Jenkins to stop his thieving and shut down rumors of tuition tripling next year