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March 1st, 2018

Software Development

<div align="center">Project Proposal</div>

Essentially, for my project, I plan to make a small game as an application project. The game is intended to be almost like an RPG, characters fighting against monsters. I don't know how large a scope I want to make this game given the amount of time it would take and how long I have to finish it, but I want it to at least be playable. It's an idea I have with some friends and we plan to bounce ideas off each other for it as implement the code. Characters will play on a board and have stats as you attack enemies. I've already started working a bit on it in my free time and I enjoy the challenge. Characters will have health, be able to attack and even move. However, this isn't anything huge, looking at it will look more like checkers then an RPG.

This is just something I want to build off of however, at some point I want to add more and more to make it more complex and engaging. Worst case, this will at least be something I can put in my portfolio. Still, I think I can pull this off with the help of some friends and my new software dev tutor and I hope it can at least look fun to play. The basic things I want to get down are movement, attacking, and health, those are what I'm aiming for. Essentially characters will move across a board (I'm thinking 10 x 10) and fight enemies. Once I've turned it in, I'll probably revisit it and add more once my java has improved, but I am going to make an effort with this.