For my project, I plan on creating a game that involves text files that are updated as you continue to play the game, so that you can see your progress when you are done through saved files.

In this game, you are already a big superstar professional soccer player, and your path and how good you get will be based on decisions you makes throughout your career. So in fact, real people could use this game to track their progress from their training sessions and compare when they did well or not. What you do with this game, is you enter how many minutes you practiced, what position group you practiced with, and whether you decided to train shooting, skills, or tackling with them. For example, if you practiced 100 minutes, with the forwards, and shooting, then you would get 12 points. This was calculated like this: 100 minutes divided by 10, then since you trained with the forwards you add 2 extra points because that's usually what forwards work on.

I will begin to approach the problem by drawing up a UML diagram, and figuring out how everything will interlink. I know I probably did not explain my ideas in this paper that well, but it will be much clearer when you see my UML diagram than I will complete very shortly.

I believe some challenges will be how to save everything onto files, how I will implement copying files into the game, how to use inheritance and polymorphism.