Plan

DnD like adventure

Dungeon crawler

start with wand, bow or sword

Weapon upgrades

loot

Enemies

Rooms

Mecha-Kirill (teacher)

\*drawing of kirill

ASCI goblins – weapons

\*Music

Create a git

Tavi – Git

Kornel - .py

Atif - .py

Dylan - .py

Marcus - .py

TASKS:--

Git - Tavi

Character Design

Combat System

Enemy

Loot

Rooms

Room Art - Tavi

Story - Tavi

ASCI Art

Sound - Marcus