[Project Name]  
Project Scope

January 26, 2020

# Overview

## Project Description

Zombie Adventure is a single-player text adventure game, that takes place in a zombie apocalyptic world. You must survive and maneuver your way through each level, comprised of various scenarios, until you reach the theme park Atlantic Playland You have an option to choose one of the four players you wish to start with. Keep in mind that each player has a different start point. Once you have chosen a player your journey will begin. Ensure you read each scenario carefully and make the correct decision. Failing to make the correct decision could result in a zombie attack which could lower your health percentage. Lastly, you may meet other people along your journey, but keep in mind they might try to trick or deceive you. If you opt to take this challenge, proceed at your own risk.

## Project Members

1. Anthony Orengo

## Project Format

1. Console

## Deliverables

1. Program

## Database

1. N/A

## Learning

I hope to become proficient in learning how to build text adventure games by using methods, switch statements, loops, windows forms, and arrays.