**Introduction**

My project will be based on a fighting fantasy style ‘gamebook’ named Trial of Champions. I have owned a few books of this style and really enjoyed reading/playing them, especially at a younger age. In the book you take on the role of a character that has to fight their way through numerous obstacles using 3 stats; skill, stamina and luck, which are decided at the start of the adventure by rolling dice. This adds a random element so that each run is unique and different from the last. The character proceeds on an adventure throughout a dungeon-like world, encountering monsters and other objects that they will have to fight, using the stats and a unique combat system. The adventure also has frequent dilemmas requiring the user to choose out of 2 options which affect the outcome of their adventure depending which one they choose.

**Aims for the project**

My aim for the project is to take inspiration from the book to produce an upgraded program with this concept whilst adding some features of my own. Considering the time constraints for this project and the amount of pathways available in the original, I will be shortening the amount of options and dilemmas in my version to finish the project in time. After considering what could be upgraded from reading through the original book, I have come to some conclusions about my project;

* As stats change throughout the game, this will be done automatically by the system rather than the user do it themselves, allowing them to continue without any disruptions.
* I will be adding a teleporter feature, which when given the option and the user accepts, will bring the user to a completely random outcome for them to continue their adventure. This adds a complete randomness to every time they play making the game different from the original.
* The user will be able to save their character at any time, preventing prior progress being lost. They will be able to load their character when they restart the program.

**End user**

Considering the age of the original book, which was made in 1986, and the range of users that may appeal to this program, I have decided to keep to a simple text based application as it is easy to use for any age and keeps the authentic feel of a book.

**Objectives**

1. Allow the user to create a new character to use through the adventure.
   1. Allow user to input a name for their character
   2. Allow user to ‘roll dice’ (random number generator) to determine their base stats (skill, stamina and luck) for their new character.
   3. Stats and name are used to create an object for the character.
   4. Save the character to an external csv file so it can be loaded.
2. Allow the user to load an existing character

2.1 Check if character exists in csv file by asking user for input and reading through file.