After researching, I found that I can manage the graphics portion of the game relatively easily, as well as the dynamic input, so I am going to create an ascii rogue-like game. I am going to have ascii maps for the player to move around on as well as items and creatures for them to interact with. The text output is going to be dynamically created by each of the “actors” in the game, and will be deleted and redrawn every “frame.” There will also be dynamic input for movement etc. instead of being menu based.

The parts of the project are “player (leveling, item management, stat management), enemies, movement, terrain interaction, item interaction, player attacking, enemy attacking, changing screens, map management, map redrawing.

I may or may not include the ability to save your player and load maps from text files instead of hard coded ones if I have time

Time Chart- in order of importance

The first 5 are the MOST important. If I can get them done, I will feel like I have accomplished enough. I’m assuming realistically I’ll spend about 3 hours per week each on this, but that depends on my schedule and other workload.

!----------Absolutely necessary start

Game Engine – Including screen redrawing, movement, key detection, ai actor action calls, ~8 or more hours – 11/12 optimistically

Map creation - ~1-6hrs (depending on how many I make and deciding what each ascii character means) 11/19

Terrain Interaction ~2 hrs (Printing information, opening doors etc) - 11/19

Enemies core - ~2hrs - 11/26

Combat both sides - ~2hrs – 11/26

!---------- Absolutely necessary end

Enemies AI - ~2hrs

Player stat Management and levelling - ~2hrs

Player Item Management - ~2hrs

Enemies Expand -~2hrs

Item Interaction and implementation- ~2hrs

Changing screens (going to different map)-~2hrs

Creating the start menu ~4 hrs

Saving and loading player information ~4 hrs