Members of Group: Trevon Harris

Problem Statement: This project will fall on the video game side of things.

Users and Stakeholders: The potential users for this can be anyone, and how they’ll interact with the software is clicking buttons to make a choice as they go through out the game and get to an end point, or one of a few (planned) end points.

Scope:The proposed software project is a text-based adventure that takes advantage of the graphic user interface of Visual Basics. The player is put into a town that takes place in a fantasy setting. Everything the player goes through will be up to them entirely.

Prototype of Screens:

A screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated

(Prototype screens made in Java)

Conclusions: I feel like this project is an appropriate choice for the class as it pushes one to use almost every element of what’s being taught within the class to get this project done. On top of that it opens for more uniqueness.