[Atomic Nomad]  
DUNGON CRAWLER MEETS ATOMIC DISASTER

August 27, 2023

# Overview

## Project Description

Mystery, Action, Adventure.

Nuclear war has disrupted our way of life as we know it. To escape the blasts and nuclear radiation, those who survived migrated to the outskirts of mass civilizations and took refuge in caves. You wake up to find yourself alone, in a seemingly empty cave. It is apparent that you are suffering from some sort of amnesia due to your lack of memory regarding recent events.

It is your job to explore, discover what is going on, learn who you are and determine; are you alone?

## Project Members

David Jones, Daniel Parks, Drew Tadlock

## Project Format

The final project will utilize the console application with some potential data driven queries inputted through windows form. We will use either txt or json files for data storage.

## Deliverables

I would imagine we would have to turn in a user manual of how to operate the game, as well as a flow chart that outlines things that happen within the game and who was responsible for creating the code associated with it.

## Database

There will be a database that incorporates player’s actions, skills, items and associated customizable options.

## Learning

A better understanding of the utilization of databases within C#. Becoming more proficient with creating and utilizing Classes/OOP.