Terminal Apocolypse

Submitted On: 23 Apr, 2017, 12:07 PM CDT

**Project Description**

You awake in the last known city in the world. You are giving instructions and some resources to go out into the world to create new settlements. In order to do this, you will need to acquire resources and apocalyptic currency - teeth. You must also find fighters who will help protect your caravan from other settlers while you create a settlement.

OBJECTIVE: Build a randomly generated world trading game.

IMPROVEMENTS AFTER THE HACKATHON: Obviously finish the game. Buying/Selling need to be added to markets. Creating settlements needs to be created. Some multiplayer support.

**Note from Teamleader**

I am writing a simple C terminal game

**Teammates**

[](https://www.hackerearth.com/@jerake)

**TEAM LEADER**

[**Christopher Phelan**](https://www.hackerearth.com/@jerake)

iOS Development, Graphic Designing

[](https://www.hackerearth.com/@fox.bolduc)

[**Fox Bolduc**](https://www.hackerearth.com/@fox.bolduc)

Backend Development, Data Architecture

[](https://www.hackerearth.com/@seanwscully)

[**Sean Scully**](https://www.hackerearth.com/@seanwscully)

Graphic Designing

[](https://www.hackerearth.com/@chloe3)

[**Chloe Osgood**](https://www.hackerearth.com/@chloe3)

You should leave this team if you want to create your own team or join other teams.

http://www.text-image.com/convert/pic2ascii.cgi