

Character Classes (Ryan) 3/15

Description: Choose a unique character from a character pool to play as

Functional Requirements: Select a unique character

Nonfunctional Requirements: Differing playstyle, unique features, offers a different experience for the user

Combat (Nate) 4/5

Description: Option-based fighting where the user attacks enemies

Functional Requirements: Able to: attack, deal damage, take damage, win, and lose

Nonfunctional Requirements: Fun and lots of options to add depth

User Interface (Ryan) 03/10

Description: Graphical user interface (using QT Widgets)

Functional Requirements: Output text and take input

Nonfunctional Requirements: looks good and parse user input to allow for a variety of text inputs to run the same commands (e.g. Move east; Go east; keep walking, etc.)

SQL Database Integration (Anton) 4/1

Description: Used to save progress and store login/user information in an SQL Database

Functional Requirements: Store multiple users' data

Nonfunctional Requirements: Must preserve integrity of user information; C++ API for SQL

Player Progression (Nate) 4/2

Description: Track player information throughout the game including inventory as well as where they are on the map.

Functional Requirements: Must track current level, position, game items, and armor.

Nonfunctional Requirements: Must be able to save large inventories quickly/efficiently

Storyline (Anton, Kelley) 3/28

Intro and Final level complete by: 3/20

Description: Provides a sequence of events for the player within the game

Functional Requirements: Storyline text needs to be stored and displayed at the correct time

Nonfunctional Requirements: Cohesive, regardless of the path or order the player takes

Map/Level Design (Alex, Kelley) 3/21

Description: The levels the player can explore

Functional Requirements: Predetermined (static), deterministic (every room contains the same items when a player leaves it and comes back)

Nonfunctional Requirements: Interesting, multiple levels (if we have time), coincides with the storyline

Using Google Calendar for deadlines and project management