IT 140 Software Engineering Sat 9:00-12:00 June 27, 2013

Team Name: RJ4

Team Members and Roles:

* Menchavez, Jennilyn Anrose -PROJECT LEADER
* Pantonial, Rodney – ASSISTANT PROJECT LEADER
* Suralta, Jhuls – CONFIGURATIONS MANAGER
* Payot, Judy – RECORDER
* Povadora, Jonalyn – LIBRARIAN

Software Project Category:

GAMING

Software Name:

“Of Dangers and Grimoires”

1. STATEMENT OF NEED

A way wherein a person could enjoy a good story without having to pick up a rather thick book or a relatively small one.

The story allows the user to enjoy and share to his/her friends the things that have happened to him due to decision-making and multiple endings.

1. THE SOFTWARE AS RESPONSE TO THE NEED

“Of Dangers and Grimoires” is a visual-novel RPG that intends to bring a good story and entertainment to all participating players through its appealing UI, functionalities and most especially its ability to make players have different experiences depending on the choices they make.

1. VISION OF THE SOFTWARE

To be able to give an enjoying experience to players of all ages as they travel on a different dimension searching for Grimoires and rising, or falling, to the throne

1. SOFTWARE’S MAIN FUNCTIONALITIES
   1. Movements, Map Navigation
      * Navigation around the game mainly includes a map view, both inside and outside a certain place.
      * Movements are simple and consist mainly of the character walking. If the character has a party then a “tail” looking formation will be made with the main character as lead.
   2. Quests [ Involves Fighting and Others]
      * Varies on which path user has taken. Quests may involve fighting, searching and others depending on time and skill limitation of the programmer/s.
   3. Shop, Inventory, Items
      * Inventory holds key items obtained from quests or regular items bought from shop.
      * Shop sells items [potion, etc.]
   4. Choices, Multiple Endings
      * Game ending varies upon player’s decision.
      * Types of endings consist of bad ones and good ones.
   5. UI – 2D and 3D
      * 2D UI is mainly used throughout the game [navigation, interaction, fighting, walking etc.]
      * 3D UI is limited and will mostly be seen in cut scenes [beginnings, endings, important parts]