FF Project stories and specifications

# -- Version 0.1 User stories

Kira wants to play an input and read game

Kira wants to start the game easily : i.e. executable => moved to version 1

Kira wants to create a character : input a name, choose a race and gender

Kira wants her character to have unique combat stats : intelligence, life, strength

Kira wants to equip her character with weapons, spells, armours that enhance her stats

Kira wants her character to fight one enemy

Kira wants to gain xp from defeating enemies

Kira wants to loot gold on dead enemies

Kira wants to quit fight whenever she wants

Kira wants to know if her character has been defeated

Kira wants to know if her character has been victorious

Kira wants to be able to consult her character’s inventory and each object’s caracteristics between each fight

Kira wants to be able to consult her character’s stats between each fight

Kira wants the fights to be even ; i.e. the enemy isn’t too powerful compared to Kira’s character

# Functional specifications

## Project name :

Fantasy Fight

## Direction :

Sophie Blanchard

## Purpose :

Creating a simple fantasy combat game.

## Target :

Age 9 to 99. Everyone except blind people.

Target system : any

## Interface :

Command-line

## Personas :

Kira is a bajoran high qualified officer from Deep Space Nine Station. She has issues with her anger and wants to unwind whenever she has a spare minute, which is not really often. Since she’s very busy and can’t go to the gym as much as she wants, a little fight game is a useful means to get her stress out and resume her work minutes after.

Jake is a human teenager, son of Deep Space Nine’s commander. He’s very curious and loves funny retro things like ancient arcade games. He likes to play any kind of game with his best friend Nog and is very excited to try Fantasy Fight where he will have access to original and strange characters and enjoy the old-school atmosphere.

## Functional Requirements :

The game must be quick to play.

The game must have special features such as unusual fantasy races, weapons, spells.

Kira must be able to generate a character profile, equip this character with suitable weapons or spell and armour, and model hand-to-hand combat between character and one or multiple enemies. Each action must be text transcripted.

## Test values :

(Rizzt, Githzerai, male, level 9), (Shal, Rakshasa, female, level 1), (Weirdo, Illithid, other, level 5)

## Expected results :

All statistics should be integers in the (-50 ; 99) range.

Gold in posession should be integer in the (0 ; 5000) range.

## Limitations:

We need to make sure people will be able to lauch the game without prompting command interface.

If the user quits the interface, the ongoing game is lost.

# Technical specifications

Langage : Python 3.8

Make an executable file that launches the game into command interface => moved to version 1

# -- Version 0.2 user stories

**Version 0.2 implements a basic graphic interface**

Kira wants to see fancy fonts and colors

Jace wants to listen to ambient music

Jace wants the game to happen in a special interface

Kira wants to start the game easily : i.e. executable

**– Version 0.3 user stories**

Jace wants the game to have sounds : fighting sounds, exchange of gold

Kira wants to see a picture of her character

Kira wants to see a picture of enemies

Kira wants to see a picture of the shop and the available equipment when she goes to shop

Kira wants to see a landscape in which the fight takes place

Rather than reading text implement a main game menu (after intro and character creation) with buttons leading to different scenes (convert them in functions): \*\*Equip\*\* \*\*Shop\*\* \*\*Fight\*\*

# – Version 1 user stories

**Implements means to save and load game**

Kira wants to save her character with her stats and inventory at the beginning, at the end, and between each fight

Kira wants to be able to continue play with a former character

Kira wants to be able to choose from multiple characters she had created

Before she quits the game, Kira wants a message to remind her to save her progress and to confirm she wants to quit the game.

Kira wants to see animation on each blow

Kira wants to see a picture for each equipment

**– Versions 2 user stories**

**This version enhances the game with more realistic features for better immersion.**

Kira wants the shop to have a limited stock

Kira doesn’t want damage to be higher than 70% of enemy’s or her character’s life

Kira wants to have a medium chance to loot common equipment on dead enemies

Kira wants to have a small chance to loot special/unique equipment on dead enemies

Kira wants to fight multiple enemies simultaneously

Kira would like to have gender and race restrictions for wearing armours, holding weapons and using spells

Kira would like special abilities to not only deal damage, but also heal or add temporary effects like reduce strength, stop from using a spell on next hit

Kira wants her character to be able to inflict themself damage (critical fail !)

Kira wants her character to have mana ; an attribute that determines how much spells she can cast

Kira wants her character to have endurance ; an attribute that determines how much weapon blows she can make

Kira wants her character to be able to “guard” in combat, an ability to regenerate endurance and mana, and reduce a little the next damage taken

Kira wants some fights to be more difficult than other. They have to be rare and random.

Jace wants the enemies to have multiple spells that they can use in the same fight

# --Versions 3 user stories

**Develops the game graphic and sound environment as well as replayability**

Jace wants the game to be 2-player.