**At The Beginning:**

PROGRAM OVERVIEW:

Our program will be a top-down RPG, much like the Legend of Zelda. The plot of the PRG will be based on the musical *Into the Woods.* The program will be level based, with each level representing a major scene in the play, and the user navigate a character around a map completing missions. Included will be fights against various enemies along the way as well as two big boss battles, with the final boss battle ending the game.

DESCRIPTION OF USER INPUT:

On the beginning game screen, the user will input their name which will be sent to a text file. The user will control a character around a map with the four directional arrow keys. When the user encounters an enemy or a boss, they will be taken into a battle screen, where they will be presented with various options that they can click to choose. The user will click which option they wish to choose, and then the option will be executed against the enemy. Some options will take the user into a sub-menu, where they must click another option (such as switching party members, switching weapons).

DESCRIPTION OF PROGRAM OUTPUT:

The program will place the player character at the start of the level. An NPC will explain what the goal of the specific level will( for example: baker's wife says find the cow). As the player traverses the level, they will have random enemy encounters bring up a battle screen. Once the goal is reached (example: Reaches cow) there will be a text pop up and the player character will be moved to the start of the next level.

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT/XML/JSON FILES

All of the character dialogue will be stored in text files, and will be read from when they the user approaches a character or point in the level that requires dialogue. The dialogue will be read in as an array of Strings, that with correspond with certain characters or certain points in the level.

**Release Schedule (the second half of Specs)**

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| **Release Name** | **New incremental features of this release** |
| **Into the Woods 1.0** | **Creation of the main screen, addition of a background.** |
| **Cinderella at the Grave (1.1)** | **Creating a static image move with the four arrow keys within the limits of the game screen.** |
| **Hello Little Girl (1.1.2)** | **Creating a Sprite that can move with the four arrow keys within the game screen.** |
| **I Guess This is Goodbye (1.1.3)** | **Scratch: Making a Animated sprite move within the limits of the game screen.** |
| **Maybe They’re Magic (1.2)** | **Create a map that the sprite can move around on.** |
| **Rapunzel (1.3)** | **Create a collision detection system between the sprite and the map.** |
| **Our Own Little World (1.4)** | **Create a system that allows for the map to scroll with the movement of the player.** |
| **Grandmother’s House (1.5)** | **Have the screen that the player is moving on switch to a new screen when a certain point is reached on the map.** |
| **I Know Things Now (1.5.1)** | **Scratch: Switching between two different screens (map and another screen).** |
| **Jack’s Mother (1.6)** | **Create a Battle Screen**  **-The battle screen will be a screen that contains various buttons, each with a different action, but none of them will work at this point in time**  **-These buttons will be Attack, Switch, and Item** |
| **A Very Nice Prince (1.6.1)** | **The game will switch to the battle screen when the player encounters a certain point in the game.** |
| **First Midnight (1.6.2)** | **Create enemy sprites, they will remain static on the game screen in fixed locations.** |
| **Giants in the Sky (1.6.3)** | **Implement sprites into battle screen. For example, if you encounter a certain enemy in the game, have that enemy’s sprite be added to the battle screen.** |
| **Agony(1.6.4)** | **Create actions for the buttons on the battle screen- for example, when the “Attack Button” is pressed, have there be dialogue stating that you have attacked, and a certain animation for the character.** |
| **Jack, Jack/Rapunzel (1.6.5)** | **Create interaction between button presses and desired effect. For example attack button lowers enemy’s health bar.** |
| **It Takes Two (1.6.6)** | **Scratch: Create a turn based battle system**  **-When the player attacks, have the enemy retaliate, depleting the player’s health.** |
| **Second Midnight (1.7)** | **-Have the game display a “Game Over” message when the player’s health has been depleted to zero.** |
| **Stay With Me (1.7.1)** | **-Have the Battle Screen switch back to the Game Screen after the player has depleted the enemy’s health bar** |
| **On the Steps of the Palace (1.8)** | **Implement random encounters throughout each map level of enemies that will take the character to the Battle Screen** |
| **The Potion (1.9)** | **Have the game end when the player reaches a certain point in the game (whether it be an NPC or an object) that satisfies their mission** |
| **Ever After (1.10)** | **Implement dialogue, by reading lines of dialogue in from text files, and matching them up to corresponding characters** |