Rose RPG Product Backlog

**Background Map: 8 Hours effort**

Create a general background to the game. This should be a generic background that we can use for each different map. This should look better than just a single color back screen we recommend using a texture like grass to create the background.

**Level Map: 8 Hours effort**

Create a Map for each level/ screen in the game. This is a level specific map that will direct where characters can go.

**Character Class: 4 Hours effort**

Create a class that will be inherited by all the characters in the game. The character class should have all the common characteristics between characters. This should include position, health, attack, speed and other common properties.

**Main Character Class: 4 Hours effort**

Create a class for the main character. This should include the individual properties of the main character as well as adding a method for drawing the character. This method should animate the character.

**Enemy Class: 4 Hours effort**

Create a class that will be inherited by all the enemy characters in the game. This class will enable all the attacking as well as the other exchanges between the enemies and the main characters. This class will make it so that every time an enemy attacks it will take away health from the main character.

**Create Boss class: 4 Hours effort**

This Class will create a boss with animation that will fight the user in the end. This class will be just like any other enemy except if we have time to add anything else to him.

**Create enemies with classes: 16 Hours effort**

Create various enemies that have animations that we can use to chase down the character before fighting them.

**Create chase down user function: 2 Hours effort**

This function should calculate the movement amount that the enemy should make to approach straight at the user at the inputted speed.

**Create Math class: 4 Hours effort**

This is a class that will store all the needed math functions. This will include absolute value. Addition of magnitude. Subtraction of magnitude. Max, min, and other needed functions.

**Create Attack class: 12 Hours effort**

This class will calculate what enemy/enemies, if any, should take damage based on what tile the user is on and what direction the user is facing. The affected enemies will lose health equal to the amount of the user attack.

**Create Health Bar class: 8 Hours effort**

This class will create a health bar above each character that will show to the player of the game how much health the character has.

**Create Legal Movement class: 12 Hours effort**

This class will parser the level specific map and will calculate the tiles that the characters can move through as well as the tiles that the characters cannot move through.

**Create experience class: 2 Hours effort**

This class will appropriately add experience to the user which we can use to re-evaluate the attack of the user as well as the max health and speed of the user.

**Create Enemy Creation class: 6 Hours effort**

This class with spawn enemies that have health attack and speed characteristics that are appropriate for characters experience level. This should be able to be used just by creating instances of each of our enemy classes that we can store in an array.

**Total Effort: 94 hours**