He**llo** **Kitty**© **RPG**

ハロー・キティ RPG

Team C - COMP 3663 X1

Scott Barnett 100123218, Jimmy Flemming 100116643,
Liam MacKinnon 100114393, Martin Main 100110854

January 22, 2016

Who we are

We are a group of teachers at Hello Kitty© Elementary School (HKES) we would like a video game similar to the popular Pokemans game that all the kids are playing these days. As our school is a Hello Kitty funded institute we thought it would be fun for the students if the game also followed the Hello Kitty© theme.
We would like to use the game to raise funds to send our grade 2 co-ed kickball team to nationals in Iqaluit. We will be selling copies of the game to parents and children as well as having arcade machines set up for children to play during recess and lunch.

Outline

Our game will be a rip off of pokemans, using characters from Hello Kitty© in which the player will fight their way through a school by fighting Hello Kitties against other players. The kitties will have various attributes that will give them advantages and disadvantages against other kitties. There will be a number of rooms for the players to traverse, and a boss character at the end of the game.

Requirements

Basic Functional Requirements
- This game will run remarkably similar to the popular game "pokemans"
    - Main character will be a 'human', who has Hello Kitty friends that fight for him/her
- Must provide a relatively complex world of interconnected areas.
    - Can then travel to the school
    - The school starts in the playground
    - School progresses through floors, lowest being the easiest, top floor most difficult
- There is one area from which the game begins
    - Game begins at home, where player is given a choice of Hello Kitties from the player's mother
- Each area must have a name, a unique graphical image
- Each area has connections to one or more other areas (these may be more or less obvious)
    - Some classrooms should have creative shortcuts that can bypass areas. Though, just because you can bypass an area, does not mean that you're strong enough to fight the enemy Kitties there

- Areas may optionally contain one or more objects with which the character can interact
    - Should be able to find buff items in classrooms or hallways such as:
        - Catnip (attack buff)
        - Warm milk (full health)
        - Can of tuna (defensive buff)
            - Bonus points if the cat wears the empty can as a hat after it eats the tuna
- Must allow the creation and maintenance of various game characters. Each character has a unique name. Each Kitty has a set of qualities such as:
    - strength
    - defense
    - dexterity (dodging)
    - endurance (how many of each attack can be administered)
    - Health
        - These attributes are unique for each new kitty that is found, and can also be upgraded by leveling up kitties through repeated fighting
- When two characters meet in an area they engage one another. Engagement will entail a physical confrontation wherein their kitties fight each other, unless the character is at home talking to "Mommy"
    - Mommy will have an infinite supply of warm milk and kind words
- The map will be made up of home(the start), the playground(battle a few other kids), the school(made up of 3 floors and the roof where the boss battle will take place), each floor will have a few teachers to battle culminating in a mini boss battle, beating the mini boss allows you to progress to the next floor.
- Beating a teacher in a battle has a chance of them dropping an item to boost your kitty's stats or replenish health. Beating a mini boss gives you a guaranteed item to improve your kitty's stats.
- Once you reach the roof you will have to battle the principle Danny Silver, he will have a *Garfield* instead of Hello Kitty. Once *Garfield* is beaten he will eat a lasagna and replenish his health making the user beat him twice. After the boss is defeated Danny will tear off his face, revealing his true identity,
YOUR OWN MOTHER! The player has won the game and the credits will play.

- If the player wins the battle their kitty gains experience points which go towards it leveling up. Their health is not replenished it is only recovered by leveling up or using an item to restore it.
- Must generate a game summary report showing overall performance through the game
  - Summary should show the kitty's health, statistics, win-loss record and progress through the game.
- Must provide a method of saving and restoring the characters as a set.
- Should have a method of saving and restoring the current game state so that a game can be stopped and started at a later time.
- The above functions should be integrated as a single system that shares the appropriate data structures.

Human Interface Requirements

- Must be GUI based with efficient use of mouse point and click and menu features.
- Must be kawaii and tastefully depict traditional Japanese culture
- Must be user friendly and encourage player/game setup and interaction by providing, at minimum:
  - Intelligent display and sequencing of queries and menus.
  - User oriented error and warning messages.
  - On-line help information.
- Optionally, allow certain aspects of displays and reports to be tailored (or personalized) to the individual user.

Basic Non-functional Requirements

- Must run on *any* and all laptop computers and operating systems, especially Solaris, compatible with the current Technology Services specification at Acadia University in Wolfville, NS, Canada.
- Must be downloaded and installed from a webpage.