

# Divinity 3: Rise of the Trash\_Pandas

01. Make a quest game that is extendable

- a. Quests (*Entities*)
  - i. Quest class with interfaces depending on which quests
  - ii. Reward interface
  - iii. Main questline
  - iv. QuestManager class (*Use Case Class*)
- b. World areas (*Entity*)
  - i. information about area
- c. World State (*Entity*)
  - i. Saves world information (time of day, quests finished)
  - ii. saves player information
  - iii. reading and writing save states
- d. Items (*Entity*)
  - i. Interfaces for different types
  - ii. Inventory Manager: list containing all items/adds/removes/consumes/view details about an item (*Use Case Class*)
- e. Character (*Entity*)
  - i. player
    1. user interacts with combat
  - ii. non-player character
    1. ai that interacts with combat
    2. dialogue
  - iii. inventory
  - iv. status effects?
  - v. attacks/ skills/ magic
  - vi. statistics
- f. inventory interface
- g. Choices that require certain world states (quests completed, npcs dead alive, etc) or items
- h. Combat (choosing actions, turn order/ (speed from pokemon), etc) (*controller*)
  - i. Specific Actions (*Entities*)
    1. steal, attack, use item, trade?
  - ii. Action Manager (*Use Case Class*)
    1. choose which action happens?
  - iii. Enemy ai
  - iv. Possibly QTE for actions ?? (buttons would make this easier)
  - v. Turn based

- i. “Scenes/areas” (*Use Case Class?*) could have a page system, similar to a choose your own adventure book. For extendability they could be generated based on their components. We wouldn't want someone to have to manually put a page in so: Scene has NPC A, World State B, and Item Options C. So the page would be ABC. Then if NPC A left the scene would be BC.
- j. Some type of input system that controls the player and lets them interact with the world (*User Interface / Basic Command Line Interface*)

