Proposal

Roguelike Deckbuilder

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Submitted in partial fulfillment

Of the requirements of a

Software engineering *course project*

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# Preface

This is a proposal for our roguelike deckbuilder project for partial fulfillment of the requirements of a software engineering course project in the computer science department at UW-Green Bay.

This proposal provides the scope and context of the project to be undertaken. It details the intended user group and the value that the system will have for them. It also provides a schedule for the completion of the project, including a list of all the deliverables and presentations required.

The intended audience of this document is the course faculty so that they can determine whether the project should be approved as proposed, approved with modifications, or not approved.

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# Overview

## 1.1 Purpose, Scope and Objectives

* The purpose of our software is to provide entertainment for its users. The target audience is individuals that enjoy deckbuilding, roguelike, and turn-based strategy games.
* Supporting programs will be unnecessary – all components will be self-contained.
* The design of the software will be based around the player’s resource-management system that makes up the mechanics of gameplay (e.g., health, energy, cards, coins).
* Gameplay goals:
  + Fun, fluid, fast gameplay.
  + Low learning curve, but challenging nonetheless.
  + Intriguing and unique character/card design.

## 1.2 Project Description

* The user controls a player via HUD to manage resources (e.g., manage cards, purchase from shop) and make decisions (e.g., battle an enemy)
  + This will be programmed by our group
* The user goes to battle against various enemies using the deck they’ve built with their gathered cards
  + Each card has different properties (e.g., attack/deal damage, boost attributes, protect the player, etc.)
  + This will be programmed by our group
* Processing
  + Input: player can click and drag & drop interaction object in GUI
  + Process: the game’s system will catch clicks and “drag and drop” positions in GUI
  + Output: the program’s GUI will show the result of the player’s input
* Analysis
  + We can analyze players in two parts:
    - One is a lucky player
    - The other is a skilled player

## 1.4 Team Profile

* Cody Rogers (team leader)
  + Programming
  + Testing/revision
* Nyah Hughes
  + Programming
  + Documentation
  + Organization
* KyuSeung Sim
  + Programming
  + Design
  + Documentation
* Eden Florianne Merigold
  + Programming
  + Writing
  + Artistic direction
  + Organization

## 1.4 Assumptions and Constraints

* No expenses
* Schedule and budget are listed in section 1.6
* Java; JavaFX/SceneBuilder (GUI)
* Software will be used on PC devices

## 1.5 Project Deliverables

* Software project proposal
* Design diagrams
* Finished program
* Program documentation
* Proposal and project presentations

## 1.6 Schedule and Budget Summary

**Schedule**

|  |  |
| --- | --- |
| Item | Date |
| Project Proposal | 11 February, 3 hours |
| Proposal Presentation | 15 February, 2 hours |
| Design Diagram | 15 February, 4 hours |
| Software Project Management Plan | 18 February, 3 hours |
| Progress Report | 24 March, 4 hours |
| Alpha | 8 April, 56 hours |
| Project Presentation | 5 May, 2 hours |

**Budget**

* Total person-hours: 74 hours

# References

* KyuSeung Sim’s COMP SCI 316 group project
  + Card Game 31
    - [Link to project](https://github.com/KyuSeungSim/COMP_SCI_316_Group_Project)
* Roguelike and/or deckbuilding video games
  + [Monster Train](https://store.steampowered.com/app/1102190/Monster_Train)
  + [Legend of Keepers: Career of a Dungeon Manager](https://store.steampowered.com/app/978520/Legend_of_Keepers_Career_of_a_Dungeon_Manager/)
  + [Slay the Spire](https://store.steampowered.com/app/646570/Slay_the_Spire/)

# Definitions

* CLI
  + Command Line Interface
    - Command Prompt in Windows
    - Terminal in Linux and MacOS
* GUI
  + Graphic User Interface

# Project Organization

* There are none