

Projet Logiciel Transversal

Prénom NOM – Prénom NOM

1 Objective

1.1 General Presentation

The objective of this project is to develop a game in order to put in application every aspects of the teaching of the year. The subject being the strategy games played turn by turn, we chose to do a tactical rpg type game, with an archetype based on the game Dofus.

1.2 Rules of The Game

The game will be separated in different combat scenes, in which the character must defeat a different number of enemies using his abilities. However the idea is that fighting directly is impossible, and killing enemies can only be achieved trough the use of zombies.

Those can't be controlled, but can instead be directed to a particular target by corrupting the enemies, the zombies prioritizing the most corrupted targets.

After a some level the character will be able to steal the essences from his opponents, and will then be able to summon an opponent killed in a previous battle and controlled it completely.

And in addition the character can be improved to the use of equipment and by leveling up, allowing him to spend points to improve his characteristics.

1.3 Design Software