

Aeviternus



By

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Requirements and Documentation

- RPG MAKER MV(game engine)
- 2D ABS system
- Each member has its own diverse world
- Layout architecture
- Wiki
 - <https://github.com/ChicksMagee/TheNoNameGame/wiki>
 - - FR/NFR using SRS method

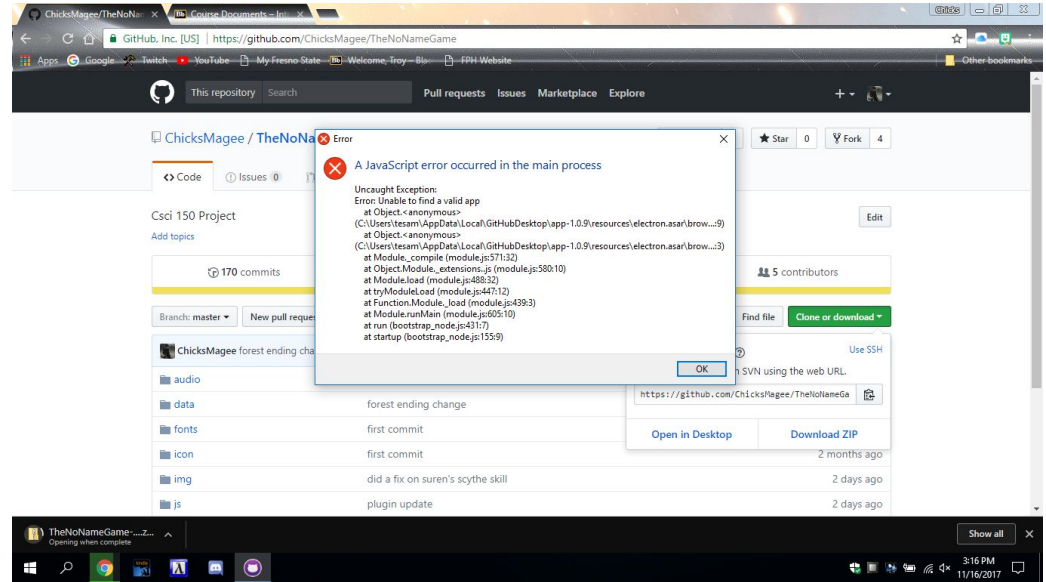
Design using UML

<https://github.com/ChicksMagee/TheNoNameGame/wiki/Design-Diagrams>

Implementation

Github

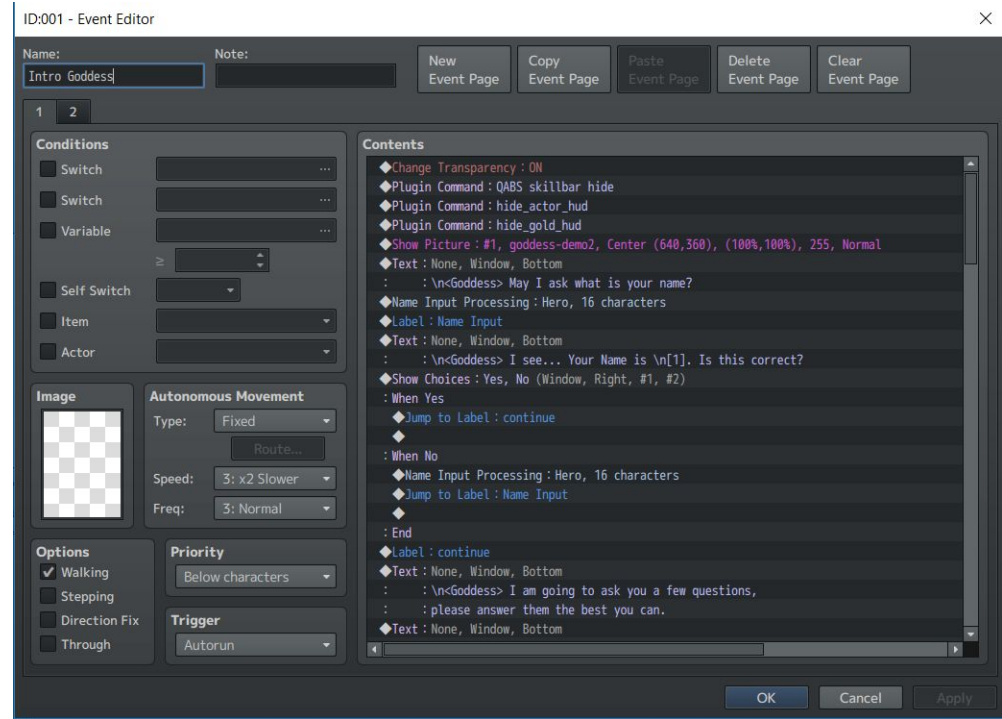
- Hard to Use in the beginning
- A lot of Errors and frustration
- Got better along the way



Implementation

RPG Maker MV

- Through the use of events
- If statements
- Conditional branches
- Switches or variables
- Javascripting



Testing

Hero sprite movement

- tested to see if when movement keys (w,a,s,d) is pressed the hero would move in that direction.

Hero sprite action

- tested to see if when weapon key is pressed the drawn sprite will be for the attack animation from sprite sheet.

Items

- Tested created items to see if it healed correctly or did what it was supposed to do.

Testing

Enemy sprite and ai

- Tested to see if enemy will “aggro” when hero is seen based on distance from hero to enemy. If enemy aggro, it’ll move to hero and start attacking.
- Tested to see if enemy sprite sheets was moving and animating

Hero Skills and Enemy Skills

- When a new skill is created, tested to see if it is working as scripted. Tested skill collisions and modify hitboxes if need to.

Map Transfer

- Tested to see if maps transferred hero to correct map and positions.

Tools

- RPG Maker (Game Engine, Map Building Tool, Scripter)
- ABS (Action Battle System)
- Github (Version Controller)
- Discord (Communication Server)
- Photoshop (Sprites Creation)

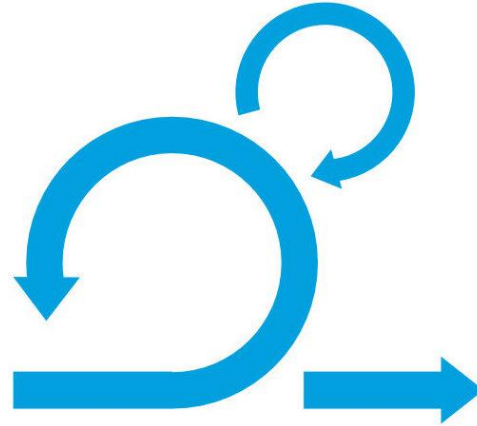


Software Process

Scrum:

Sprints:

- Plan: Create working maps
- Build: Spent a week building maps
- Test: Game played by group members and scrum master
- Review: Identify any issues with map, followed by discussing future maps



Software Process

Scrum:

- **Roles:**
 - Project Owner: Professor Liu
 - Scrum Master: Bruce
 - Team: Group members
- **Sprint BackLog:**
 - Create characters
 - Make final boss level
 - Make maps look dynamic
 - Set difficulty/easy for maps
- **User Story:**
 - Plugins
 - Debug



Thank You