# &lt;Tortle.io&gt; Project Plan Draft

&lt;Tortle&gt;

Team Members: Chris Diprimo, Emmanuel sarpong, Jimmy Oscanoa

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# Introduction

## Scope and purpose of document (<J.O.>)

*What's contained within this document is the layout and execution of a UI for the game Tortle.io. Beginning with the System scope, regarding the user benefits, opportunities taken advantage of, and clear depictions drawn of the interactions between users and the system. Following with our method for scheduling, where tasks are clearly defined and divided among our staff resources. A clear and defined hierarchy is to be presented, along with the tracking and  control mechanisms in place that will be utilized to ensure progress proceeds accordingly.*

*Tortle.io is a simplistic game with layers of strategy that users can use with each other or alone. The systems that a player would use like the turtle selection, skill tree, cosmetics, leveling up, card interface, a stat overview and modified stats display would be the main focus for the users. It would also include player to player interaction systems, for example co-op, global leaderboard, friend list/friend leaderboard, and a gifting cosmetics system. A global interaction system would be in place, where players can interact with each other in real time or even co-op from the global chat, along with a friend chat option in the user friend list feature.*

# System Scope

## Problem/Opportunity Description

*The goal of this project is to create a simplistic, yet effective UI for the game Tortle.io. The style of the UI is to be more lax as to fit the rather cozy and laid back aesthetic. The project seeks to capitalize on the market of games with a light hearted feeling, where danger surrounds them, yet they're able to confront it, with their little creature that they've been nurturing. That in turn creates an enjoyable experience that the user will be gladly partaking in, in their spare time.*

## Anticipated Business/Personal Benefits

*The company seeks to obtain a substantial market share of this kind of roguelike archetype of game. In satisfying a large user base and creating lasting loyalty. Where even though there may be inevitable similarities to other games in this same archetype, people will seek out this one for it's*

*rather simplistic and easy going approach that's capable of depth far greater than was previously anticipated.*

*Users stand to gain much enjoyment in the replayability and plethora of combinations between the cards, weapon advancements, and character combinations.*

# System Capabilities

*Character selection - the choice between a wide variety of different tortles each with their own base stats, passive ability, and active ability (to be activated via binded key)*

*Skill tree - An upgradeable tree to increase HP, DMG, ATK SPD, Movement SPD, DMG Reduction, and Luck*

*Armory - Select a starting weapon to immediately begin progressing, also capable of modification towards the starting weapon*

*Anvil - A way to upgrade any weapon that the user desires in their arsenal or create a weapon that is permitted to be crafted at the anvil (random, 3 different choices)*

*Level up - player levels up based on collecting exp in each run, should they player die their progress gets reset. Does not affect the skill tree, Armory, cosmetics or anything regarding the main menu. But upon level up in a run, recieve a choice between 4 cards appearing on the screen.*

*Cosmetics - to be purchased using golden seaweed and modifies the appearance of the turtle a player chooses to use it on, some are exclusive to certain turtles.*

# System Context

*Using Visio or draw.io, create a System Context Diagram which depicts the primary users of the system and the information that is exchanged between them and the system.*

*Submit the System Context file as a separate file from your plan document*

# Schedule

*Using MS Project/Project Libre, create a Work Breakdown Structure Chart, identifying all tasks required to complete this team project, dependencies and staff resources for each of the tasks.  Include phases to group and organize your tasks and include milestones.*

*Submit the schedule file as a separate file from your plan document.*

# Staff Organization

Chris Diprimo - Senior UI developer
Emmanuel Sarpong - UI Architect
Jimmy Oscanoa - UI/UX Artist

# Tracking and control mechanisms

*Trello for it's organization and capabilities, ms project for time referencing, slack for quick and concise communication. Meetings will be brief in the mornings to quickly recap on the goals to fulfill.*