Midterm Presentation

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Broad Overview

- Turn based RPG with a classical fantasy setting
- Dungeon Crawler fighting many different types of enemies
- Climb the floors and find new environments to explore

Project Timeline

Week 1-2
- Familiarize ourselves with the tools and how to build within RPG Maker

Week 3-4
- Begin initial mapping and layouts for the first floors

Week 5-6
- Implement new scripting and create events within each floor

Week 7-8
- Continue building new floors, events, abilities and story

Week 9-13
- Bug testing and balance patching, playtesting and finalizing the game.
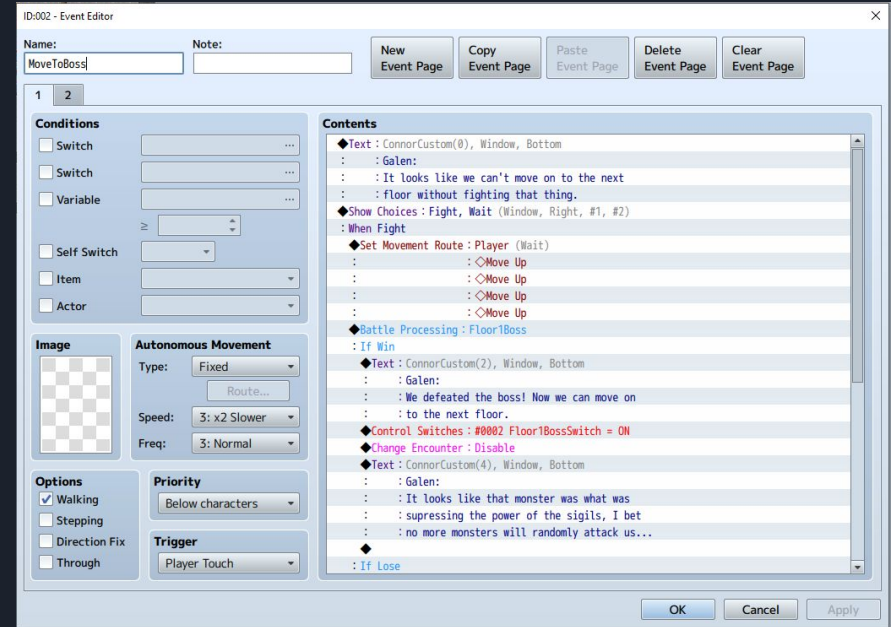
Completed Tasks

- Basics of creation
  - First few levels of skills and abilities have been created and added
  - Dialogue and NPC's have been created and implemented in the first floors
  - Recruitable Allies have been added and placed within the world
  - First two major and mini bosses have been added and implemented
- Gain comfort with the tools and how to use them within RPG Maker
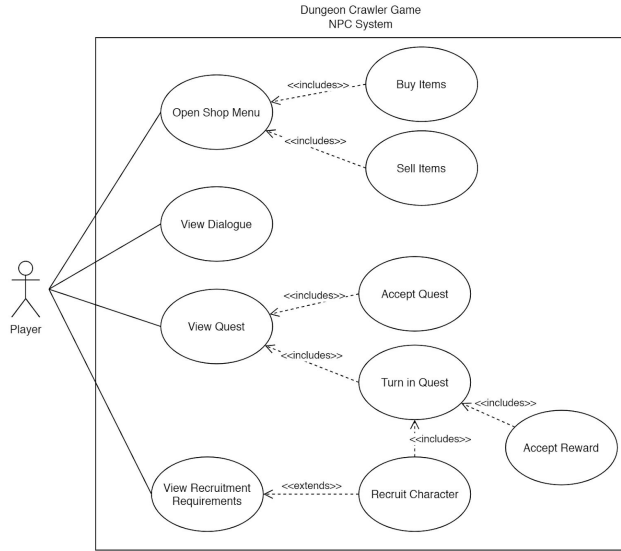- Able to use the scripting and event system to create dynamic encounters
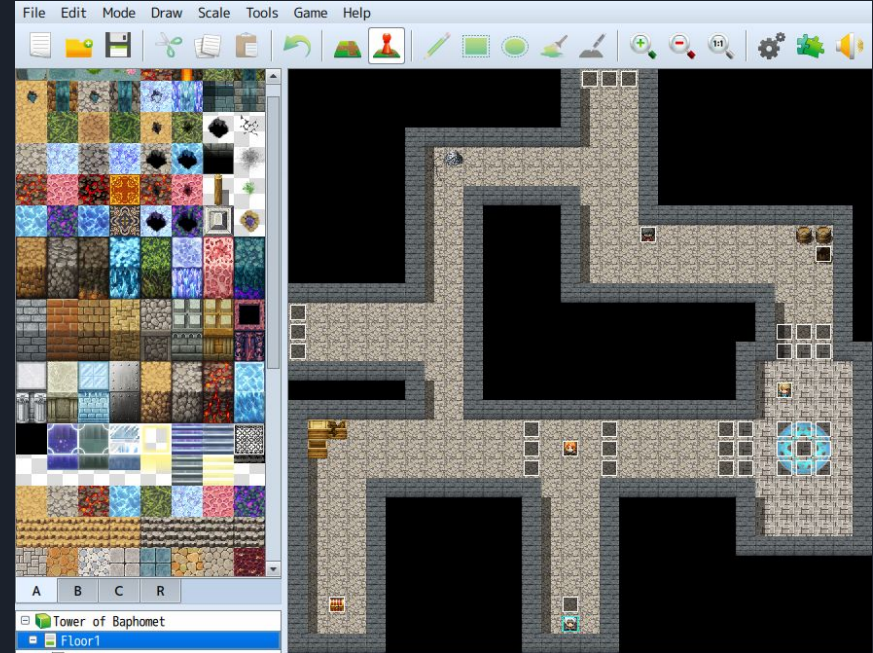
Tasks that still need to be completed

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- Continue to build out classes with different weapons and abilities
- Add in more rooms and floors on map that have different side quests and recruitable NPCs
- Flesh out storyline and dialogue
- Creating test cases

Use Case Description

Dungeon Crawler Game
NPC System

Player

- Open Shop Menu
  - Buy Items <<includes>>
  - Sell Items <<includes>>
- View Dialogue
- View Quest
  - Accept Quest <<includes>>
  - Turn in Quest <<includes>>
    - Accept Reward <<includes>>
- View Recruitment Requirements <<extends>> Recruit Character <<includes>>

Use Case ID	FR3 NPC
Use Case Name	Open Shop Menu
Use Case Description	Opens the shop menu of the NPC the player is speaking with
Actors	Player
Pre-Condition	Player is speaking with an NPC who has a shop
Post-Condition	Shop menu is open

Flow of events:	1. Shopkeep greets the player.
	2. UI opens up interaction menu
	3. Initial menu shows Buy, Sell, or Exit options
	4. Option is chosen, and the next menu opens up.
	   4.1. If the player chooses Buy, the shop opens for buying items.
	      4.1.1. Player is finished, and hits the exit option and returns to the initial menu.
	   4.2. If the player chooses Sell, the shop opens for selling items.
	      4.2.1. Player is finished, and hits the exit option and returns to the initial menu.
	5. Player is hits Exit and the shop menu closes.