



Project R.O.B

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What are we doing?

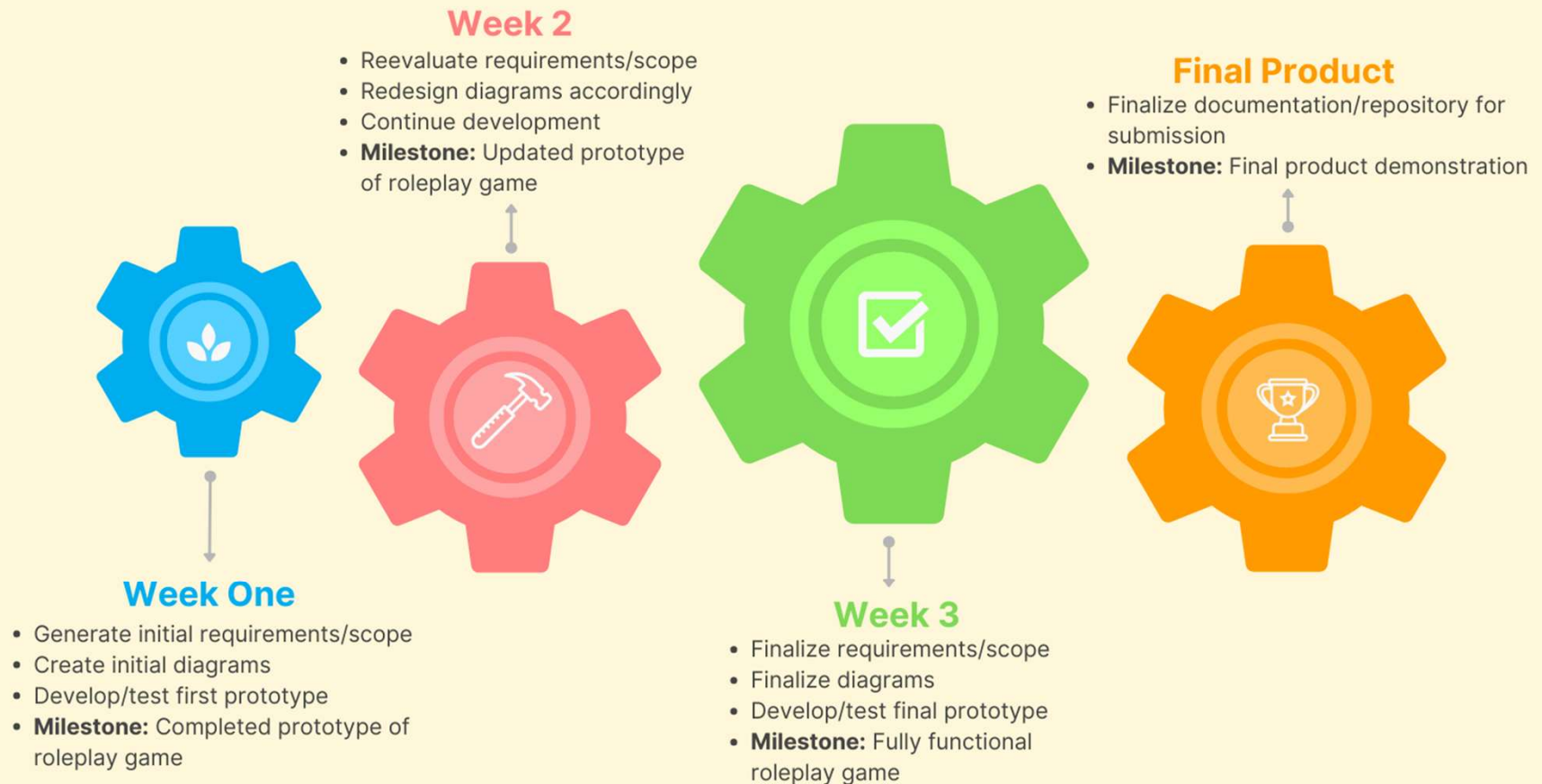
- Creating a 2D roleplay video game with a GUI, multiple “levels,” enemies, health/attack damage, and a final boss.
 - Based off the original Legend of Zelda video game
- Using the incremental software development life cycle
 - Combines aspects of Waterfall and Agile

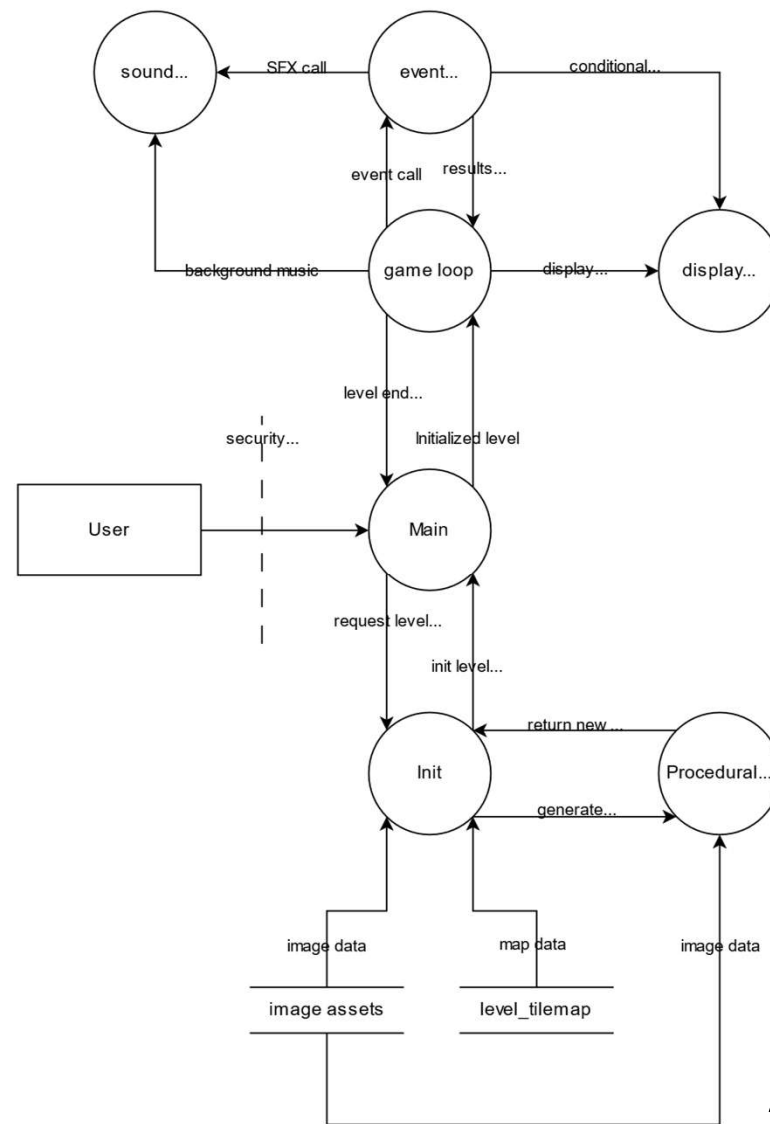


Reevaluating our Project

- Refined our project scope to include more feasible elements.
 - Designing new UML diagrams
 - Refactoring our codebase to reflect our updated scope/diagrams
 - Using sprite sheets to display characters, enemies, and buttons
- More advanced features may be added (time permitting).
 - Enemy aggression
 - Sound effects/background music
 - Multiple enemy sprite designs

Roleplay Game Project Timeline

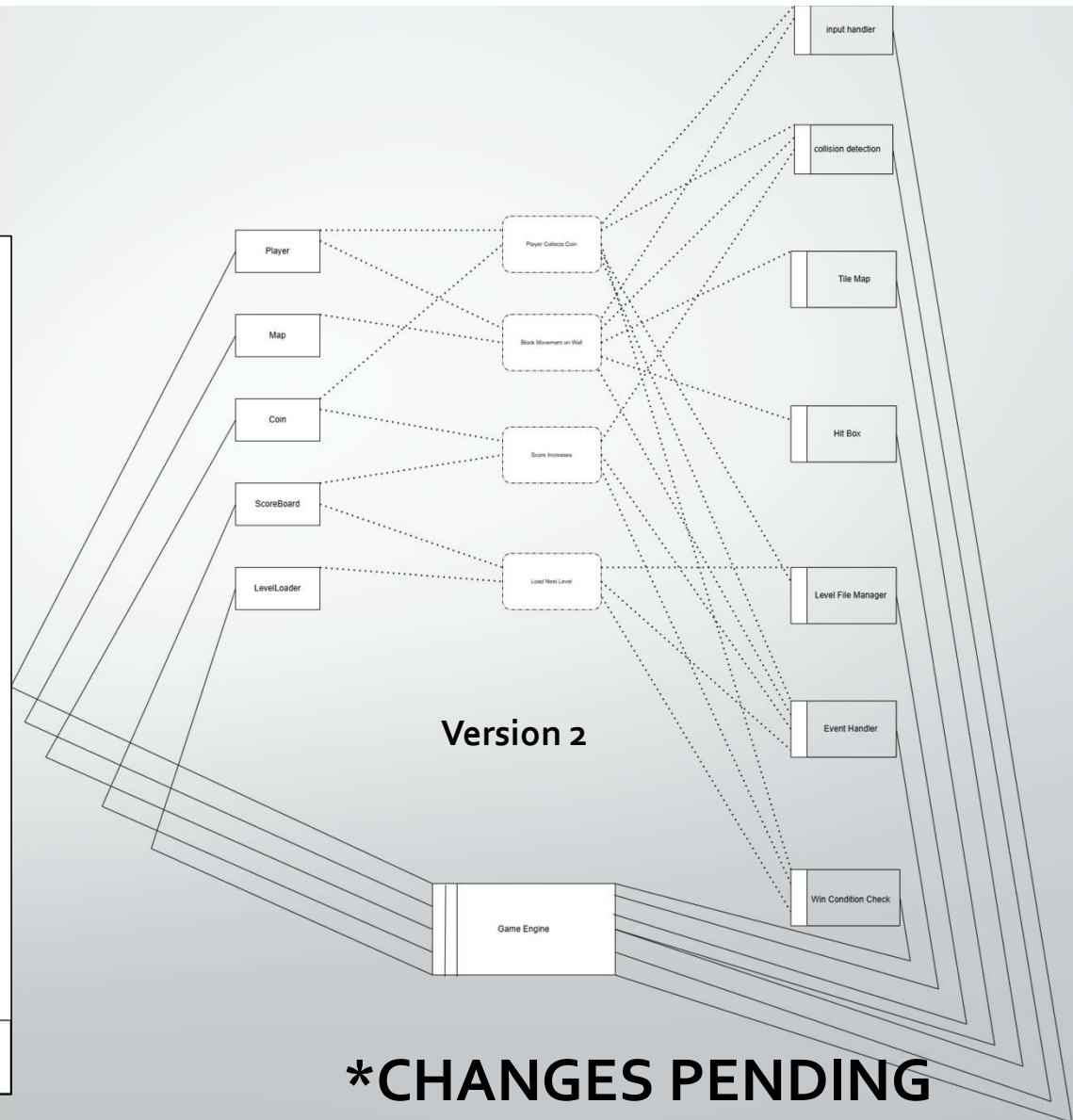
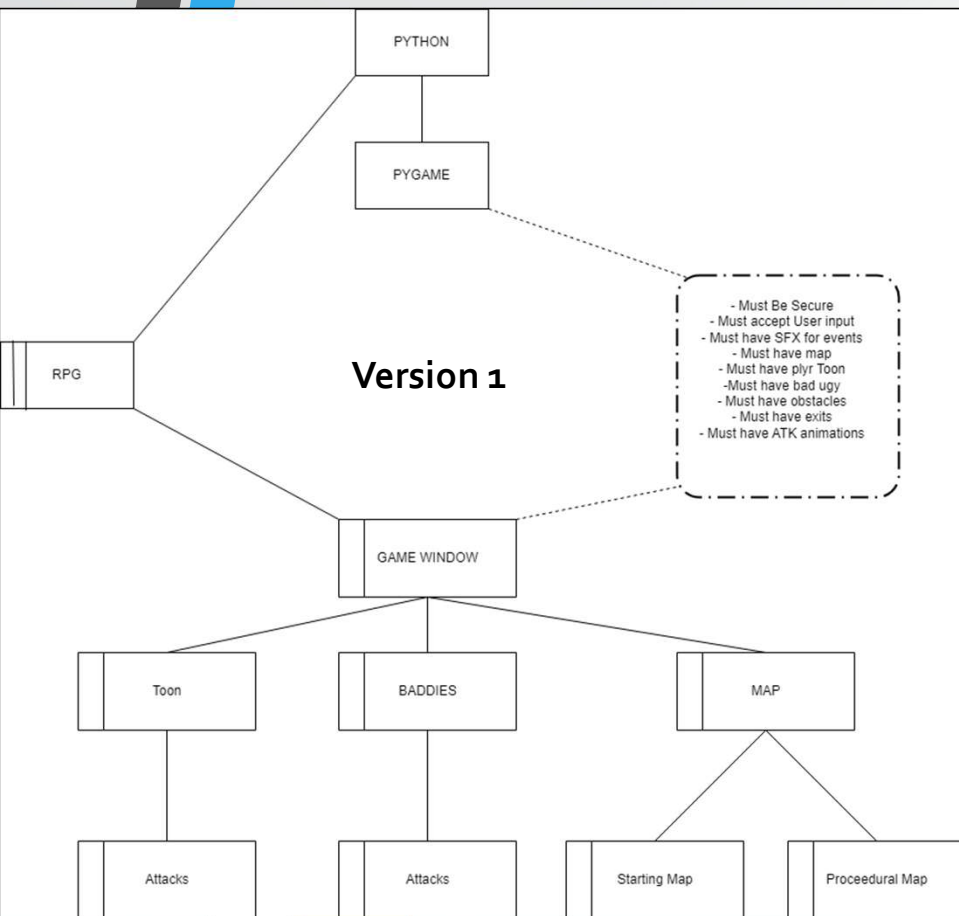




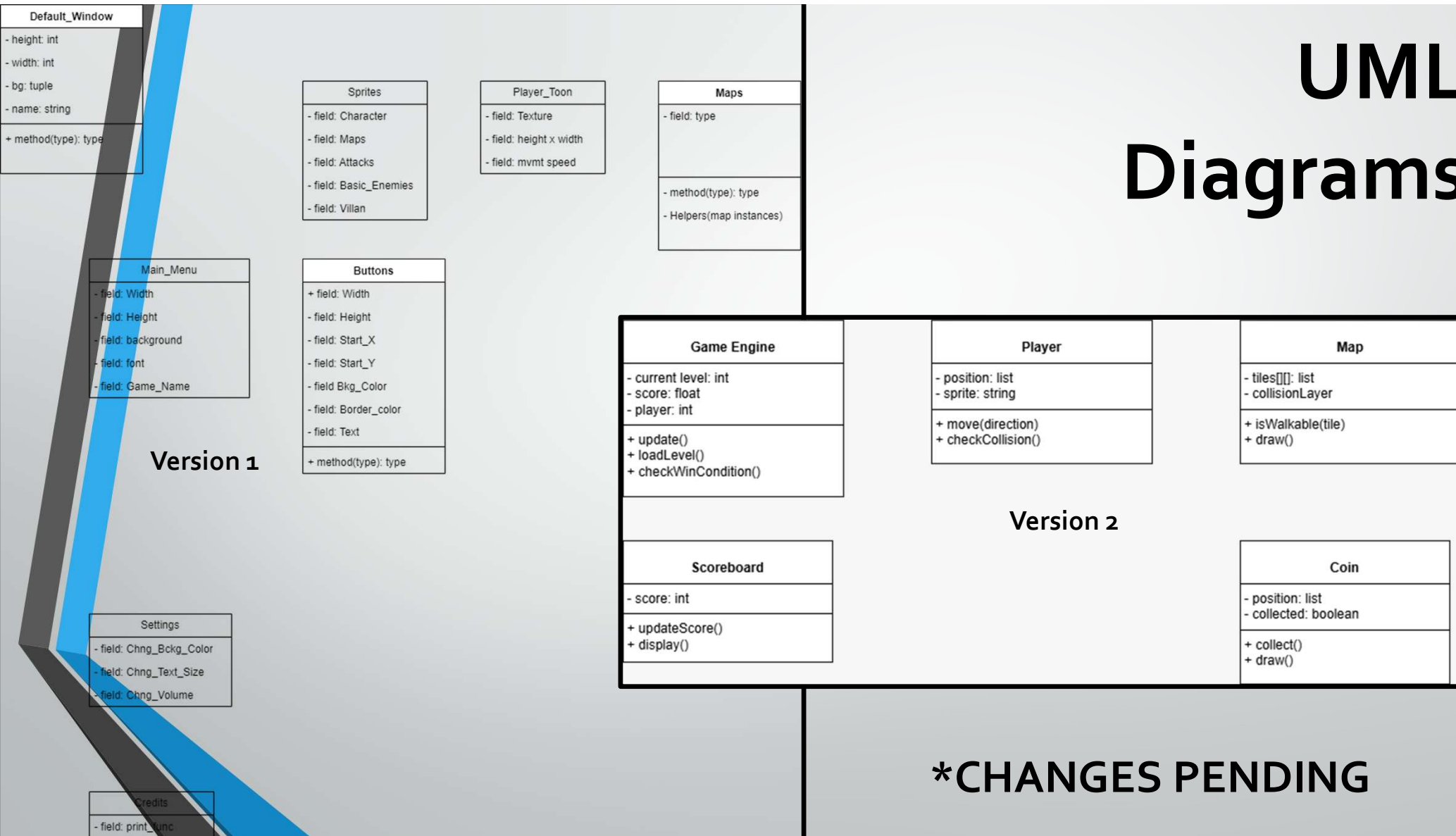
***CHANGES PENDING**

Data Flow Diagram

Problem Frames



UML Diagrams



Demo Time!

