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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

Week 2

- · Reevaluate requirements/scope
- · Redesign diagrams accordingly
- Continue development
- **Milestone:** Updated prototype of roleplay game



Week One

- · Generate initial requirements/scope
- · Create initial diagrams
- Develop/test first prototype
- **Milestone:** Completed prototype of roleplay game



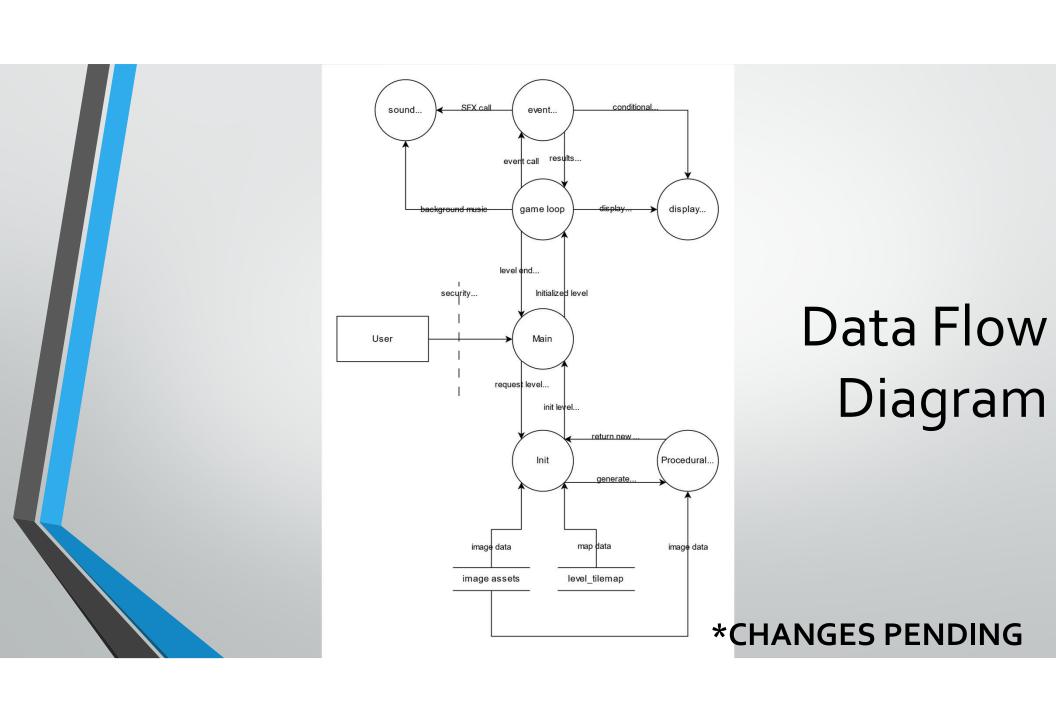
Final Product

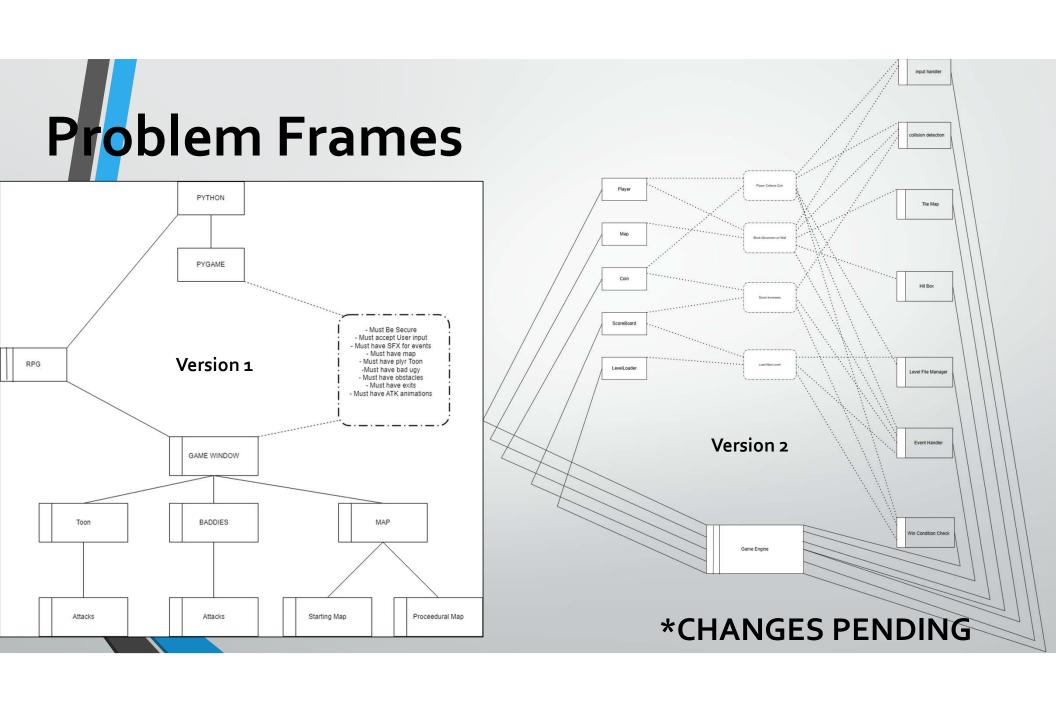
- Finalize documentation/repository for submission
- Milestone: Final product demonstration

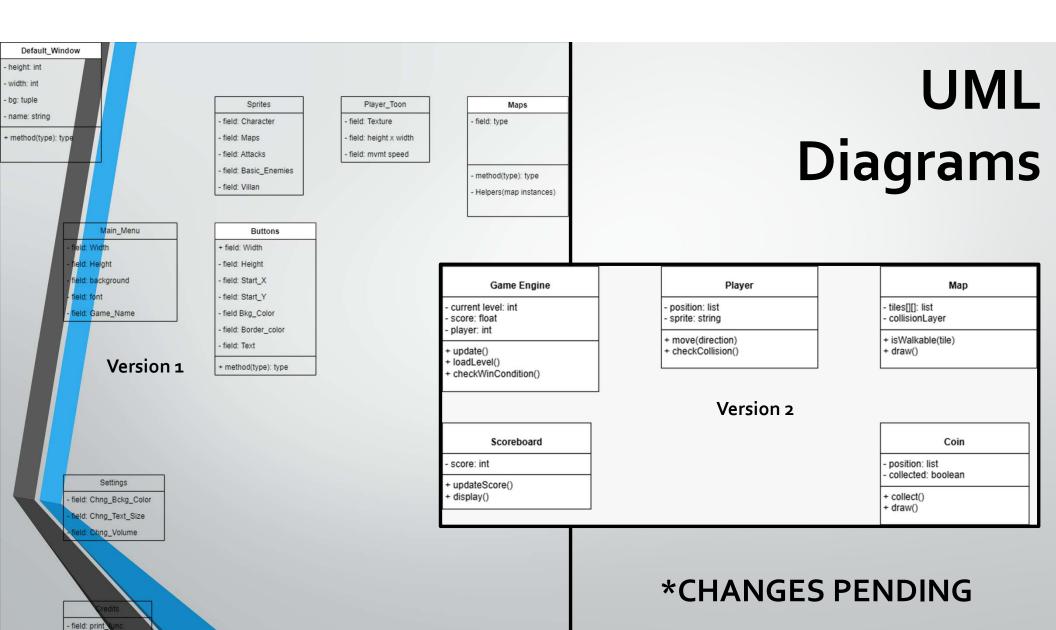


Week 3

- Finalize requirements/scope
- Finalize diagrams
- · Develop/test final prototype
- **Milestone:** Fully functional roleplay game







Demo Time!

