

3. Cohort & Proposal:

Group Name: `Group8')`; DROP TABLE Students;--

Description: We are making a database for storing data on the video game "Risk of Rain 2" which is a roguelike third-person shooter. We are going to make a damage calculator for users to compute how much damage a character will output given a set of input parameters such as items.

3.1 How big should a team be?

- Josh Priest
- Samuel Jacobs
- Akito Minosoko
- Arturo Saucedo

3.2 How will Team function?

We are using several software to manage project development. These software are:

- Discord
- Draw.io (Diagrams.net)
- Google Docs
- Github

3.3 Naming the Cohort & Writing the Description

Cohort Name: `Group8')`; DROP TABLE Students;--

3.4 Basic Description

Risk of Rain 2 is a single and multiplayer collaborative run based game. That relies heavily on data calculation in real time based on a player's data and attributes that come from their current level, items, characters, and map values.

The game takes place on an alien planet called Petrichor V. In the first game your crew is trapped on the planet attempting to survive. In this game you are experiencing the storyline through logbook entries of the saying of the creators of the world Providence and Mithrix.

The items have different rarities, frequency of spawn, equation for stacking type, formulas, descriptions, interactions, and probabilities.

The stacking formulas are unique formulas for each item that describe how the object will scale as the character possesses more and more of them.

Item rarities refer to the frequency that the items spawn and how the potential strength and weaknesses of the items will differ.

Each character has their own unique moveset, name, health, image, damage, health regeneration rate, class, armor, movement speed, and mass.

3.6

Assumptions:

- "AI Controlled" - The game will have some characters that have pre programmed behaviors.
- "AI Blacklist" refers to the items that the unplayable characters can not possess.
- Our derived attributes will hold scalar formulas for calculating attributes for characters at runtime.
- Special bosses are exclusionary from their elite versions.
- Special monsters are exclusionary from their elite versions.
- Other monsters include all monsters when the Item "happiest mask" is used.
- Playable Characters and Enemies share a lot of the same attributes but drones does not but because how we categorized the Characters superclass, it contains a few attributes the drone's subclass value's will be Null or N/A
- Status effects attribute 'source' is the items or skills that can cause the status effect.
- Environment 'stage' attribute refers to what the map's order number is in the 7 round play through of the game.
- The 'stack' attribute in the passive subclass of 'items' refers to the stacking formula that is used when a character possesses one or more of the particular item.
- Characters class refers to the play style of the character , example ranged or melee.
- Unplayable characters 'additional damage' refers to the derived damage from the increase in level, possessed items , and skills.
- Characters 'movement speed scalar' refers to the derived movement speed from their items , status effects , and skills.
- Skills 'type' attribute refers to the type of skill it is; primary, secondary, utility, special.
- Elite's 'chance to drop buff' refers to the specific active buff that the elite possessed can be dropped as an active item for characters.
- We are excluding Artifacts, game modes, and scaling difficulties from the game. The game is assumed to run at the difficulty of 'drizzle' only.
- We are assuming that this is a solo run, no multiplayer in the run.
- Shrines and Alters are excluded since our mini world is focused on damage calculation.
- Modification to the game files, aka modding is not included.
- All 'Challenges' are assumed to be complete , the whole game is unlocked so that all items , skills, characters, enemies, etc can be calculated.
- DLC is assumed to be purchased and all items , characters and areas are complete as stated in the previous assumption.