

# ASE-Capstone PPP

## Problem Domain

- Many people aren't familiar with terminals
  - difficult to jump in
- A game can teach basic concepts
  - give instant feedback

# Features and Requirements

1. A player character
  - i. Can take actions such as move, open, attack, talk
  - ii. has health
2. A terminal that acts as a controller
  - i. user can type in actions that the character can take
  - ii. user can create scripts that can allow them to automate/optimize actions
3. Inventory system
  - i. simulates a files and folders system
  - ii. User can gain items
  - iii. User can use items

## Features and Requirements (Cont.)

### 4. Enemies

- i. AI determined by scripts similar to what the player may create for themselves
- ii. varying levels of difficulty/complexity of enemies

### 5. Combat system

- i. User can damage and be damaged by enemies
- ii. User can test knowledge of commands or efficiency of scripts against enemies

### 6. Main level

- i. combat encounters
- ii. environmental hazards
- iii. win state

# Timeline

## Sprint 1:

- Create a player character
- Start on Inventory system
- Begin terminal system

## Sprint 2:

- Work on enemies and combat system
- Ensure terminal system is done
- Put together the features into a main level