Project Title

Fantasy Adventure RPG Game(2d)

Project Scope

**Features**

1. **Character Creation and Management:**
   * Basic character creation with predefined options.
   * Simple level-up system with basic stats (health, attack, defence).
2. **Quest System:**
   * Simple quest system with a few predefined quests.
   * Quest rewards (experience points, items).
3. **Combat System:**
   * Turn-based combat mechanics.
   * Enemy AI with basic attack patterns.
4. **Inventory Management:**
   * Basic inventory system to collect and use items.
   * Simple UI for inventory management.
5. **World Building:**
   * Small game world with a few interconnected scenes (village, forest, dungeon).
   * Interactive elements (chests, doors).
6. **Save and Load Game:**
   * Save and load functionality for game progress.

**End Users**

* Players: Create characters, embark on quests, and engage in combat.
* Developers: Beginners learning game development with Unity.

**Properties**

* Programming language : C#
* .NETFramework 8.0
* Unity Hub
* Git and GitHub

**Development Plan**

**Week 1: Planning**

* Define the game concept and basic story.
* Create a simple game design document and plan the development timeline.

**Week 2: Character Creation and Basic Setup**

* Develop character creation interface with predefined options.
* Implement basic character stats (health, attack, defence).
* Set up project structure in Unity and create the initial scene.

**Week 3: Quest System**

* Implement a quest system with a few predefined quests.
* Create quest NPCs and dialogue.

**Week 4: Combat System**

* Develop turn-based combat mechanics.
* Implement enemy with basic attack patterns.

**Week 5: Inventory Management**

* Create an inventory system to collect and use items.
* Develop UI for inventory management.

**Week 6: World Building and Environment Design**

* Design a small game world with a few interconnected scenes (village, forest, dungeon).
* Implement interactive elements (chests, doors).

**Week 7: Integration and Core Gameplay Testing**

* Integrate all game systems (character, quests, combat, inventory, environment).
* Conduct initial playtesting to identify and resolve major issues.

**Week 8: Polish and Additional Features**

* Finalize game assets and polish the user interface.
* Add a few more quests and refine existing ones.
* Continue debugging and optimize performance.