Neumont University Capstone Project  
1/6/2013

Proposal for

Fantasy Weapon Creator

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# Project Summary

For my capstone project I would like to create a weapon system for 3D action/role-playing games. With this weapon system the player will be able to take apart multiple different weapons, and use the parts to create any weapon they want. For example, the player will be able to take an axe and a sword and tear them down into pieces first. An axe will break down into a left and a right blade, a top connector, and a handle. When creating a weapon the player will see a nice and easy to use interface with all the parts they have collected from breaking down those weapons. Through this user interface the player will be able to use the pieces from the axe and create something unique of their own. Then with the push of a button the player can build their weapon using the various pieces. This weapon will then be used in game to slay any enemies that the player will encounter.

# Target Users

My target users for this weapon system will be the players of action games and RPG’s who want more creativity in there games. This system will also be for the users who are tired of the plain default weapons of these types of games.

# Project Backlog

1. Player will be able to create their own 3D weapon however they want.
   1. Player will be able to drag and drop pieces from the menu.
   2. Player will then be able to build the weapon with the push of a button.
2. Player will be able to edit an existing weapon.
   1. The player will have a choice to add a 3D piece to a predefined weapon or one the player has created.
   2. The player will then be able to rebuild the weapon again with the push of a button.
3. Player will be able to break down weapons into 3D pieces.
   1. The player will be able to push a button to break a default weapon down into pieces.
4. Player will be able to put any 3D piece provided anywhere on their weapon.
   1. Player will be able to rotate the piece and place the selected piece anywhere on the base weapon/piece.
5. The player will have no limit on the number of weapons they can break down to create their own weapon.
   1. The player will have access to a number of weapons to break down or add on too.
6. Player will be able to test the weapons they create by swinging it and dealing damage to an enemy.
   1. Player will be able to see the damage their lethal weapon parts will do on a test enemy.
   2. Non-lethal parts will do no damage.
7. Player will see an easy to use menu when creating there weapon.
   1. The designer will create an easy and intuitive UI for the player to use.
8. Player will have a limit for the weapon that is created. Example: Weight.
   1. The player will be able to see some limit indication of the weapon they create
   2. Each piece will have a designated weight that will be calculated against a total weight.
   3. Player will be notified when there weapon has reached the limit.
9. Player will have the same weight limit for all of their weapons.
   1. If the player decides to break apart their current weapon and start over they will have the same weight limit.
10. Player will be shown the amount of damage each piece will do.
    1. When the player attaches a piece they will be able to see the damage of the offensive pieces and the total damage of their weapon.
11. Player will be set in a small 3D playing field where the player will fight a test dummy.
    1. The player will be set in front of a test dummy to avoid confusion.

IV. 2 Week Plan

Week 1:

* Model test pieces
  + Designer will need to model easily identifiable pieces for the weapons.
* Connect test pieces through button press
  + Player will be able to move pieces and put them together with a button press.

Week 2:

* Create the user interface for the system.
  + Designer will need to create an easy, simple, and understandable menu.
* Implement Drag and Drop Feature for the menu
  + Player will be able to click on the pieces and drag them to the main screen.