

Final Project Proposal
Once Upon a Loaf (TBD)

Our final project will be an interactive RPG, with both battling and story elements, and will use processing. The project will be based on a number of fairytales, including Hansel and Gretel, Pied Piper, Little Red Riding Hood, and Wizard of Oz.

Key Parts of the Game:

Characters:

- The main characters of the game will be Hansel, Gretel, and the Witch, with side characters such as the Big Bad Wolf appearing as well.
- The player will be controlling Hansel and Gretel using either WASD or the arrow keys.
- We will be using processing to display the characters, objects, and backgrounds.
- The characters will have health, strength (weapons), defense (armor), stamina (food), and level (boosting all base stats).
- If the characters "die", they will be teleported back to the last savepoint/checkpoint.

Interaction:

- There will be dialogue interaction between Hansel and Gretel and the other characters throughout the game.
- We will use a stack for dialogue that will appear randomly throughout the game.
- We will use another stack for the main storyline dialogue that will be triggered.

Battling:

- The two main bosses that Hansel and Gretel have to defeat will be the Big Bad Wolf and the Witch, but we will implement more side battles if we have time.

- We will use a queue for the enemies' attacks to make a pattern for their attacks.

Inventory:

- The inventory utilizes a queue, which will be limited to six slots. Both characters will share the same inventory.
- If the character picks up an item and their inventory is full, they will drop the last item in their inventory (which they can pick up off of the ground).
- Items will drop on the ground from defeating an enemy or simply appear randomly on the ground.

Stretch:

- If we have time after the basic functionality is implemented, we will add side-quests and other story references to enhance the player experience.
- We may implement a keypress that will switch characters.
- We may implement a shop for the player to buy items.
- We may separate Hansel and Gretel and give them special attacks/powers.