Implementation Plan for System Finding Trump

Assignment in the course PA1435 Object Oriented Design

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System Description

The system is based on the classic game Nethack. Nethack is a text-based and two-dimensional game. It is a rogue dungeon crawler with a random generated map. In this dungeon you will be able to find treasure and fight monster.

The main difference between our system and Nethack is that our system is connected to Twitter and all the levels, items, and monsters are generated from a seed in the form of a Twitter feed.

Prioritised List of Use Cases

Motivation of priorities

The motivation for the priorities are to put the most essential use cases at the top to make a simple dungeon and to be able to traverse it. And to add depth further down the list.

Use Cases

Name	Story Points
Generate level	32p
Move around	6p
Pick up item	3p
Winning conditions	1p
Show character Information	2p
Fight Monster	10p
Losing conditions	1p
Equip item	1p
Open chest	1p
Open door	1p
Use key	1p
Character creation	5p
Merchant interaction	1p

Buy item	1p
Sell item	1p
New game	1p
Game quit	1p
Save game	1p
Load game	1p
Drop item	3p
Join game	50p
Chatting between players	10p

Estimated Velocity per Iteration

Min: 20p
Avg: 40p
Max: 60p

Implementation Plan

Motivation for Implementation Plan

First implementation is to make a dungeon crawler with some obstacles to conquer. Second iteration is to add depth to the game. Third iteration is to add multiplayer.

Iterations and Use cases

First iteration:
Generate level, 32p
Move around, 6p
Pick up item, 3p
Winning conditions, 1p
Show character information, 2p
Fight monster, 10p
Losing conditions, 1p
Total: 55p

Second iteration:

Equip item, 1p
Open chest, 1p
Open door, 1p
Use key, 1p
Character creation, 5p
Merchant interaction, 1p
Buy item, 1p
Sell item, 1p
New game, 1p
Game quit, 1p
Save game, 1p
Load game, 1p
Drop item, 3p
Total: 20p

Third iteration:
Join game, 50p
Chatting between players, 10p
Total: 60p.