My Hero Simulator

Week 1 9/23 – 9/29 Sprint Goal: Flesh out core loop plan and get working training system

Stories

~~I can see my character in game~~

**~~Acceptance Criteria:~~** ~~A functional player avatar in the map~~

**~~Chore:~~** ~~Camera view setup~~

~~I can see a functional hud while the game is running~~

**~~Acceptance Criteria:~~** ~~A hud on the screen which displays the player’s health, energy, intelligence, strength, agility. Each has an icon, and bar or number associated with it~~

~~I can use the mouse to click objects in game~~

**~~Acceptance Criteria:~~** ~~There exist object in the level that can be clicked by the mouse. They should give some feedback when clicked, and the mouse should always be visible~~

~~I can increase my intelligence, strength, agility, and stamina through training~~

**~~Acceptance Criteria:~~** ~~4 stations in the level that increase the player’s intelligence, strength, agility, and stamina when clicked~~

~~I can stop training at a station by clicking anywhere on the screen but that station~~

**~~Acceptance Criteria:~~** ~~While training at a station, by clicking on any object in the level (floor, other stations, door, etc.) the player will stop training at the station~~

~~There is an active time system.~~

**~~Acceptance Criteria:~~** ~~There is a clock in the HUD which displays the time. Each tick of a workout, or job, sleep, move, etc. should be able to easily integrate into the time system.~~

~~I lose energy when doing stuff~~

**~~Acceptance Criteria:~~** ~~Player should lose energy in their bar when working out. The system should be implemented such that future activities can easily update the energy meter~~

~~I can move from my room to the gym, and back~~

**~~Acceptance Criteria:~~** ~~There should be three levels, a “HomeBase,” “WorldMap,” and a “TrainingGround” that the player can alternate between.~~

**~~Chore:~~** ~~The WorldMap should have two, clickable locations that direct the player either the HomeBase or the TrainingGround~~

**~~Chore:~~** ~~The HomeBase and the TrainingGround should each have a portal that takes the player to the world map~~

~~I can replenish my Energy at Bed in my HomeBase~~

~~Acceptance Criteria: A “Bed” station that the player can click on to replenish its energy.~~

**~~Chore:~~** ~~Update Tracker to add more stories~~

**~~Chore:~~** ~~Retro on work of the week~~

**~~Chore:~~** ~~Research UE4 TDD~~

Week 2 9/30 – 10/5 Sprint Goal: Implement Battle, Recovery, skill system, and job system

~~I can enter a fight~~

**~~Acceptance Criteria:~~** ~~A station on the world map that brings the player into a new “Battle” level~~

~~I have a functional, readable HUD when in battle.~~

**~~Acceptance Criteria:~~** ~~A Battle HUD that shows each character’s health, energy, and a bar for skills~~

~~I can battle an opponent~~

**~~Acceptance Criteria:~~** ~~A NPC in the level and a turn based battle system where the player and AI exchange blows with each other until one is defeated. A screen that appears at the end of the battle that displays victory or defeat based on whether the player won or loss.~~

~~I can open the fridge and eat food from it~~

**~~Acceptance Criteria:~~** ~~player can click on the fridge and open a menu that enables them to eat food to replenish energy and/or health~~

I can fill up my fridge with food from the store

**Acceptance Criteria:** A node on the world map that bring the player into a store. Store should have a fully functional inventory window that has items for the player to purchase.

~~I start the game with money~~

**~~Acceptance Criteria:~~** ~~Groundwork for a Bank system. Player should start with a given amount of money attached to the game instance. Money should be easily accessible programmatically so that future systems (jobs, tournament winnings, etc.) can easily add to the player’s bank.~~

My character gains experience from combat

**Acceptance Criteria:** Fleshed out experience system. The character should gain experience from combat, which functions as a currency used to buy skills.

I can view my skills

**Acceptance Criteria:** A foundation for the skill system. Players should be able to open a menu which lists skills based on their class with an image, name, and description. Description include the price of the skill if not yet purchased, and a clear and concise description of what the skill actually does.

I can swap out my active skills for newly purchased ones

**Acceptance Criteria:** Players should be able to navigate the skills menu and set skills that they have purchased to active. These active skills should be reflected in the combat window.

I can buy skills using my experience

**Acceptance Criteria:** A menu where the player can choose from a selection of skills based on their class. These skills are tiered in such a way that a certain number of skills need to be unlocked and a certain amount of experience gained before skills of the next tier can be unlocked.

**Chore:** Create/Update game readme

Week 3 10/6 – 10/12 Sprint Goal: