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: 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: Create Functional “HomeBase” and “WorldMap

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

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

I can replenish my stats at stations in my HomeBase

Acceptance Criteria: A “Bed” station that the player can click on to replenish its energy and a “Fridge” station that holds a food item which the player can consume to regain health

Week 3 10/6 – 10/12 Sprint Goal: Implement Battle

I can enter into a fight

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

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.