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 a name and description. Description include the price of the skill if not yet purchased, and a clear and concise description of what the skill does.~~

Week 3 10/20 – 10/ Sprint Goal: Make game more testable/playable

All stories in this sprint should be related to improving the UX to, at the very least, clear up what systems are being used, what is going on, and whether anything is broken, etc.

IceBox

I can buy skills using my experience (Flesh Out Combat System)

**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.

I can swap out my active skills for newly purchased ones (brush up skills system)

**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.

My character gains experience from combat (Flesh Out Combat System)

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