1. **Project Title (Soulful Journey)**
   1. The project title is Soulful Journey. Soulful Journey is based on medieval and fantasy ideas, spells, souls, kingdoms, quests.
2. **Problem Statement**
   1. What's the problem we're trying to solve?

Many 2d RPG games have the problem of relying on predictable dialogue and rigid side quests. This limits engagement and replay ability for the player. Soulful Journey seeks to change that by adding, a handcrafted immersive story, meaningful player choices, and expressive NPC interactions. This games shoots for the goal of being manageable to build and have a massive player impact.

* 1. Who is the intended user or customer?

The intended user group for this game can be virtually anyone. This game caters to those who have a passion for playing video games, especially those in the role-playing genre. Games like Undertale, Castle Crashers, Hollow Knight are heavy hitters for the 2d so if they like those games they’ll like Soulful Journey.

1. **Project Goals / Objectives**
   1. What are you hoping to build or deliver?

Our main goal for Soulful Journey is to create a 2D platform game that fits in the role-playing genre. Using heavy inspirations off other titles such as Hollow Knight, Castle Crashers, and the Ori Franchise. We want to provide an experiance that gives the player customization, not only for their character but also for relationships with npcs. This game is set in medieval times with some fantasy aspects, and we want that reflected in the environments built in the game. A map system that offers a vast number of environments throughout the game that. These will be different biomes like snow, rainforest, forest, fields, lava, fantasy like dreamworld. These environments will also be designed in a way for bosses and battles, making each situation feel unique.

* 1. Define clear, measurable outcomes.

Some of our outcomes are having at least 4 unique environments. A quest tracking system that allows you to look at multiple quests at the same time (at least 3 quests). An inventory system that allows the use of multiple items being held at once. A playable prototype by 10/15/25. At least 10 npcs with distinct personalities. Main storyline completed with at least 3 meaningful player choices. Weekly team meetings where the team discusses any updates, with all roles documented and clear direction for future of Soulful Journey.

1. **Proposed Features / Scope (at a high level, NOT user stories)**
   1. List of main features (you can use bullet points).

* Having a set plot where players choice matters
* Customization for the players character to make them feel represented
* Difficulty slider where the game can get easier or harder
* A variety of battles and bosses that feel unique.
* An inventory/ weapons system paired with skills that allow the player to create their own “class”
* Quest system with consequences that affect the player
* Combat system that encourages learning and skill and rewards players (dodge/parry attacks) leading to extra or better rewards.
* Narrative, NPC’s remembering player choices
* Narrative, story with emotion and that contains arcs.
  1. What will be in scope, and what is explicitly out of scope?

What is in scope

* Branching dialogue options
* Handcrafted storyline and side quest that have consequences
* Exploration across multiple environments
* Inventory system
* Save and Load function
* Clean UI and Menus

Out of scope

* Voice Acting for main character or NPC’s
* Random world generation
* Full AI integration

1. **Tools / Technologies You Expect to Use**
   1. Programming languages, platforms, frameworks, etc.

We’re using C# and optimizing the game so it can run on mac and windows platforms. For IDE we’re using VS code and for the framework we’re using is the Microsoft .NET framework.

1. **Risks or Challenges You Anticipate**
   1. Technical, logistical, or team-related challenges.

Some risks that can happen on the technical side are complexities of dialogue options, save/ load system bugs, and the combat system. For Narrative design risks , Inconsistent tone or pacing of the narrative, Illustion of player choice, and ambitous worldbuilding. Team risks include role confusion, conflicts between members, miscommunication.