**What is this brief?**

This framework extends the previous brief in that, now you have a fundamental understanding of the basics we are going to expand upon this further and start to create a game. To this end, we are going to have a series of dancers, who will be required to spawn in and do battle against each other until only one team is left alive and is declared the winner of the battle. As part of this brief you are allowed to take previous code from your first brief and apply it to this one; it is suggested though as a test of your skills to have a go at crafting a new variation of what you have already completed from scratch.

**What do I need to do?**

Complete the three steps of the project, step one is creating some stats and leveling systems, step two is being able to have two characters battle each other, finally step 3 is spawning in two teams of dancers and having them battle each other until one team is the winner. Each step has its own associated scripts and scenes that can be completed in isolation to confirm functionality, but build towards a complete game for step 3.

**What do I need to know to complete this?**

* Revision of topics of brief 01.
* Functions, functions with parameters, return functions.
* Technical Specification document (pseudo code).
* For loops / for each loops / while loops.
* Instantiation.
* Arrays / Lists.
* Random elements from a list/array.
* Argument out of range exception.
* Cross script referencing.
* Get Component / Find object of type.
* Null / Null References.

**When is it due?**

Friday Week 8, 11:55pm.

**To Specification Requirements:**

* Created a page in your learning journal for project 02.
* Embedded the following files into project 02 page:
  + Feature specification document
  + Technical specification document.
  + Flow chart
  + Project files as a zip file.
  + Post mortem
* Click publish on your learning journal, submit a link to the project 02 page to campus online at the submission point.
* Flow charts show step wise logic, from your feature specification.
* Technical specifications describing the data and the actions that your functions will be requiring and changing with clear step by step of how it achieves this.
* Physical stats are randomly generated.
* Dancing stats are based on a conversion system.
* Physical stats are increased and Dancing stats are recalculated.
* Your level increases based on if you have enough xp points.
* The xp threshold increases as your level increases.
* Can generate two power levels using an algorithm.
* Can calculate the percentage chance of a win between two players.
* Demonstrate the use of debug logs.
* Demonstrate the use of commenting.
* You can create first,last and nick names for your characters.
* You can assign individual names as well as to a whole team given a list.
* You can set the team names for each team.
* You can spawn in 3 dancers for each team.
* You can select two random characters from each team to battle.
* You can deal damage to characters.
* When a character is “dead” they are removed from their team.
* When one team has no characters left you can declare which team has won the battle.
* You can print out the interactions that occur between characters i.e. team a character has defeated team b character and did 5 damage to them.
* Post mortem is 200-250 words in length and clearly identifies an event or component that went to plan with the project, and one that has not gone to plan and a brief specific topic provided for you, as well as identifying clear actionable steps for you to follow in future projects.

**Where do I need to submit it?**

* A link to your Learning Journal to Campus Online of your brief 02 page.
* Make sure you check that all files are properly shared with moderation\_au@sae.edu

**Milestone One Week 5-6:**

* In class check and verbal feedback of flowchart logic / technical specification document.

**Where can I get help?**

* Your lecturer...surely they can help, email them **PLEASE.**
* Classmates - They are doing the same assignment, why not pick their brains?
* Google - Is your best friend, if you know what you need to do, Google can help with the how.