

Com S 309

Wizard 309

Jacob Kruse, Oscar Lenkaitis, Abhi Mehta, Phillip King

Actors

- Players
 - Given default access
 - Does not have access to any backend changes or chat controls
 - Given “User Account”
 - Saves player progress in the game
- Moderators
 - Given raised access
 - Able to moderate communication in-game
 - Kicks ill-behaved players from the game
 - Given “User Account”
 - Saves player progress in the game
- Developers/Administrators
 - Access to the admin page where they can modify cards
 - Abilities of moderators
 - Abilities of players

Non-functional Requirements

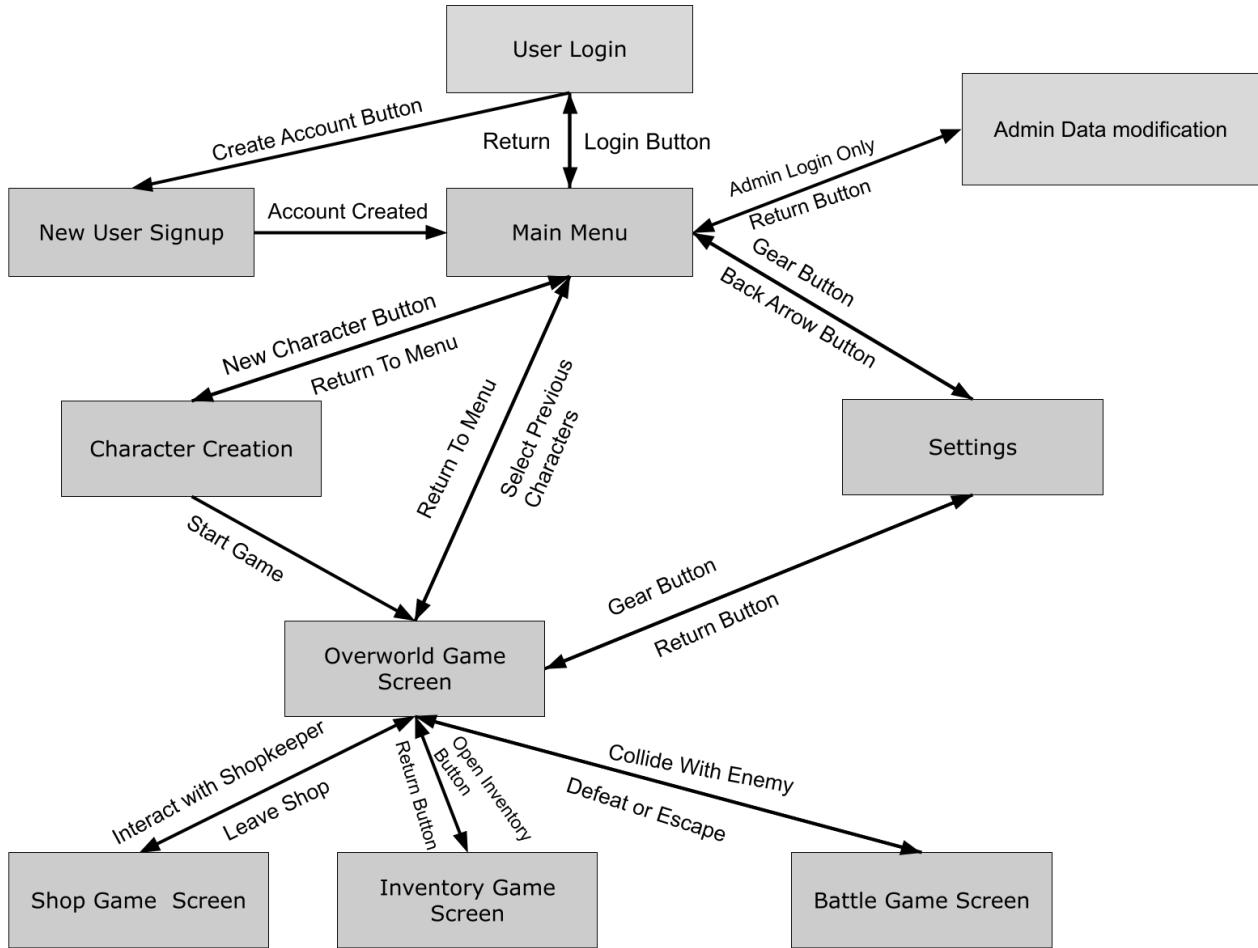
- The application must support 4+ players at one time in one world.
- The application must be written in a way to easily adds new content
- The application must save user progress on timed intervals, and the app exit
- The application must handle and display the movement of all entities to each client in a low-latency environment.

Tables and Fields

- Users
 - Id - Primary Key
 - Email
 - Password
 - Username-unique
 - Age
- Characters
 - Id - Primary Key
 - User reference ID
 - DisplayName - Unique
 - Current HP
 - Max HP
 - Current Mana
 - Max Mana
 - Level
 - Current XP
 - Next Level XP
 - Spellbook
 - Deck
 - Actor Type
- Cards
 - Id -Primary Key
 - Spell Name - Unique
 - Attack Power
 - Mana Cost
 - Attack Type
 - Element Type
- Enemies
 - Id - Primary Key
 - Enemy Name - Unique
 - Current HP
 - Max HP
 - Current Mana
 - Max Mana
 - Level
 - Deck
- Character-Spellbook
 - Character Id
 - Spell id

- Character-Deck
 - Character Id
 - Spell Id

Screen Flow Diagram



Screen Flow

- Login page
 - New user
 - Transfers to create character
 - Returning user
- Main menu Oscar
 - New character
 - Load character
 - Continue
 - Exit
 - Settings
- Character Selection Oscar
 - Characters
 - Load Button
 - Delete Character
- Character Creation Philip
 - Class picker
 - In-game name
 - Character sprite
- Overworld screen Philip
 - Character in middle
 - Joystick
 - Chat button
 - Menu button
 - User Information
 - Settings
 - Exit
 - Save
 - Inventory
- Settings Screen Abhi
 - Volume
 - Chat filter
 - UI scale
 - Exit
- “Store” Screen Jacob
 - Purchase Items
 - Sell items
 - exit

- Battle Screen **Jacob**
 - Multiplayer battles
 - Multiple enemies
 - Drag and drop cards
 - escape/ run from a battle button
- Inventory Screen **Abhi**
 - Spell Book
 - Deck
 - Gear

Battle Screen - Jacob Kruse



This screen is accessed via collision with an enemy in the overworld screen. Once collide, they are transferred to a room where up to three other players can join to battle.

Battles consist of:

- Turn-Based Combat
- Multiple players
 - 4 Max per battle
- Multiple enemies
 - A total of 4 enemies per battle can join at one time
 - Enemies are CPUs
 - For every player in battle allows for another enemy to join (Max of 4)
 - Defeated enemies give out gold and Exp
- Cards for battle
 - Cards are different elements/ spells
 - Cards have different effects
 - Cards have different animations
 - Cards are drag-and-drop
- Run Away Button

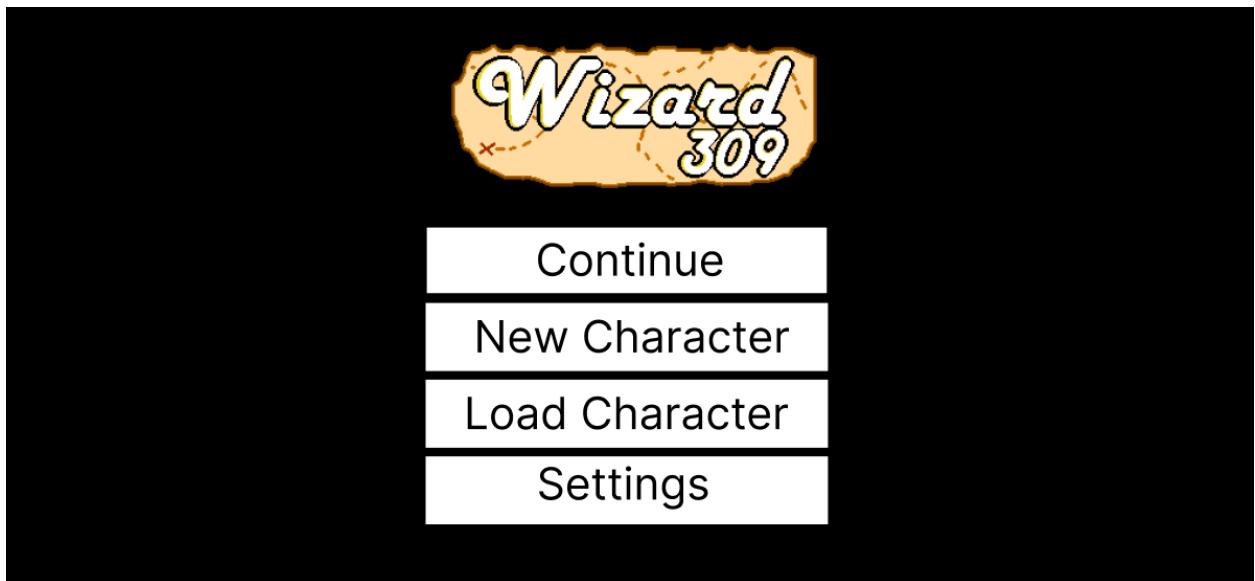
Shop Screen - Jacob Kruse



The shop screen is accessed via the overworld by entering store buildings.

- Once entered, the user can purchase items that benefit their character; this is done by selecting the item they want with a button labeled with the item.
- Items are purchased using in-game gold that can be won from battles.
- Users can also sell items currently stored in their inventory for in-game gold.
- Different shops contain different items.
- Players exit the shop by using the return button.

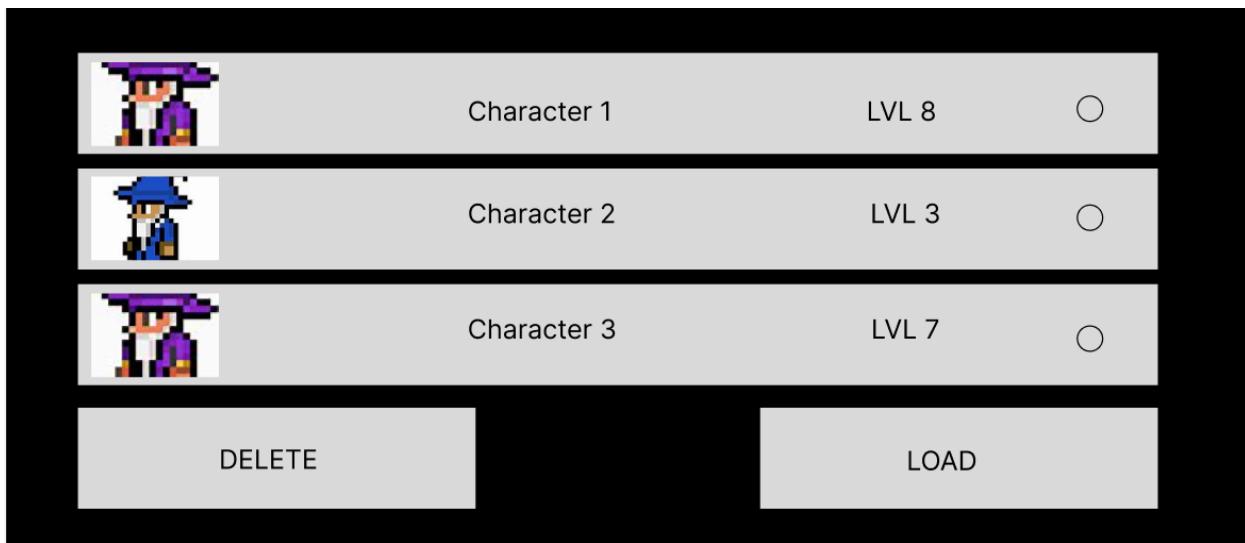
Main Menu - Oscar Lenkaitis



The Title Screen/Main Menu will include The game logo and four button options. We will make the background more colorful and engaging at a later date.

- 1) The Continue Button will take you straight into the game using the character you played the last time you were on.
- 2) The New Character Button will take you to the New Character screen, where you will set up a new character to begin a fresh play through
- 3) The Load Character button will take you to the Load Character screen, where you can choose between the characters you created.
- 4) The Settings Button will take you to the settings screen, where you can adjust your settings.

Character Selection - Oscar Lenkaitis



The Character Selection Screen is accessed through the main menu Load Characters button. The server will load a list of all the characters you have created under one account.

From this screen, you will select one character and either delete it by pressing the delete button, where the screen will delete that character option and reload the list. Or you can choose the load button to proceed with the chosen character and play the game.

Character Creation Screen - Philip King



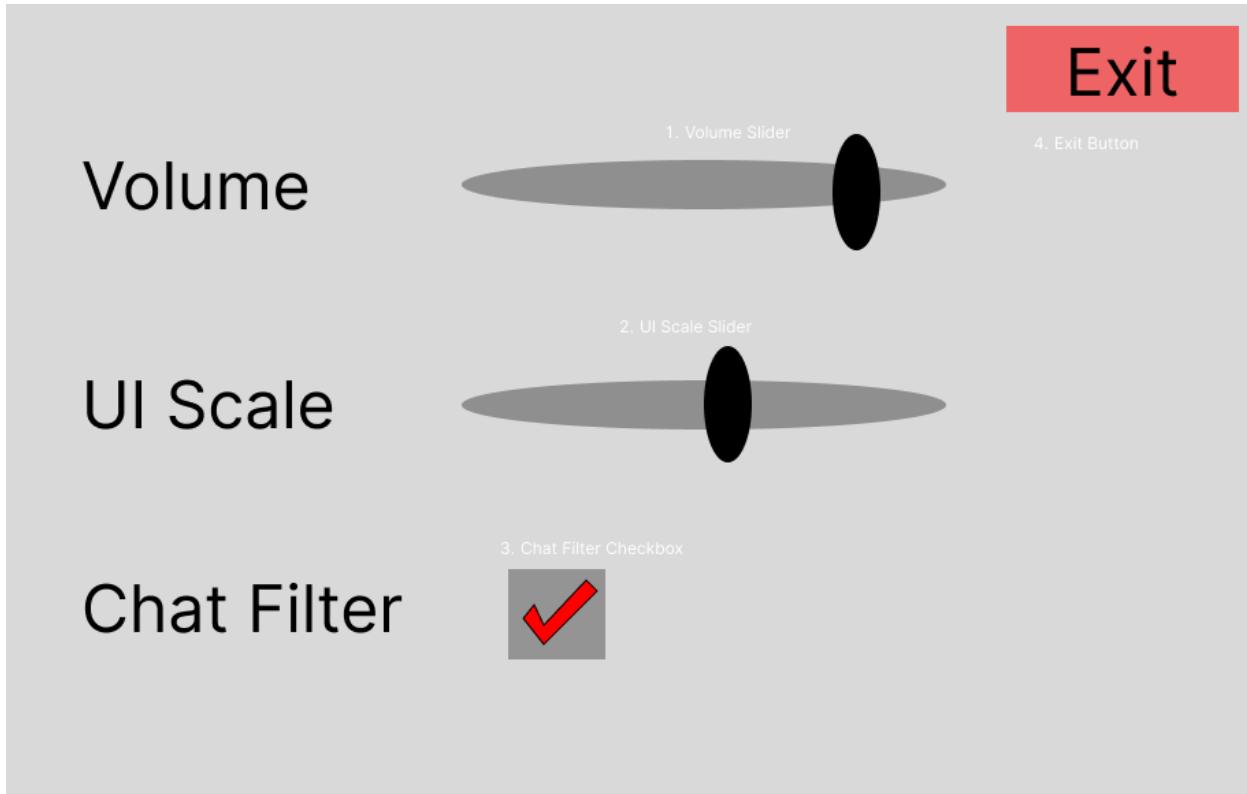
- This screen is found after pressing the new character button on the main menu.
- You can select an in-game name (different from the account name)
- A style of wizard (clothing and look)
- A class (the color of the wizard and the type of spells the wizard will use)
- Finally, a finish button will take you to the overworld to start the game.

Overworld Screen - Philip King



- This screen is accessed after the character creation screen
- Here, there are many buttons
 - Joystick (bottom left) for movement of the main character that is the red wizard in the middle
 - Chat menu (middle left of screen): tapping this will open a menu allowing in-game chat.
 - Scroll book (bottom right); this will open a menu to access the players' stats, deck, and gear inventory.
 - Settings menu (top right) here will be all the settings and other utilities such as saving the game manually (there will be auto-save)
- There are 2 bars in the top left
 - Red is for health (HP)
 - Blue is for mana (MP)
- The middle of the screen has the player character and its level (level 10 and a red wizard)
- The other things on screens can either be other players or enemies with their levels beneath them.

Settings - Abhi Mehta



The purpose of the settings page is to change the non-gameplay aspects to your liking. This page is shown when the settings page is clicked on within the game. The user will slide (1) to change the volume of the game to their liking, and the player can slide (2) to their liking to increase the scaling for the UI in the game. (3) is to filter out inappropriate words in the chat. (4) is used to get out of the settings menu and back into the game.

Inventory - Abhi Mehta



The purpose of the inventory screen is to let the user customize their deck and gear. (1) is how the character looks with its current gear set. (2) is where they can change what gear they have on, and the appearance of (1) will change according to what's placed in (2). (3) holds all the gear the user can wear. (4) is the player's current deck, which they can customize with cards from (5).