Brainstorming

MUST FEATURES:

- graphics
  - Refresh feature
  - Static movement
  - Cave-style map
- "Levels" (how the graphics go one after the other (logic))
- town": Contains many stores
- Items: armor, weapons, potions, fi
- NPCs: Non-playable characters (merchants, stranger)
- Roles: interface
- main character
- Monsters
- gameplay: I/O, "main class"
- ~~quests : maybe~~
- Chests
- Main, death, loading screen

James

Qin

Sam

BONUS FEATURES:

- save the game
- randomize the game/"levels"
- map as a GUI
- Terrain interaction
- Sound

Deadline

- IMPLEMENT Testing on individual classes on Monday
- Alpha version on Wednesday?
- Beta Version on Thursday?

James:
- ~~Test the "attack miss" mechanic, not missing properly?~~
- ~~Print the character after levelling up~~
- ~~Roles order ?~~

Samuel:
- ~~Restart mechanics not working~~
- Create lvl3 maybe

KNOWN ISSUES :
- Chest state cannot be restarted (you can open a chest as much as you want)
- Same issue for the monsters
- Items are not removed from the merchands list after you buy them
- Drinking potions while not in a fight

Presentation (30 minutes)

1. Intro, Storyline - James
2. Demo (10 min) - Sam
3. Character/Role/Combat design, polymorphism (5 min) - James
4. Level/Gameplay/Trading design (5 min) - Sam
5. Save/Loading/Item (5 min) - Qin
6. Bugs - Sam
7. Additional features - James