

Meeting time: 9/12, 12:00 - 13:30

Minimum Viable Product (Due 9/30, submitted by team lead 2)

- Calls at least 1 of everyone's functions
 - Player
 - Movement
 - Inventory (one slot for hydra blood)
 - Island and volcano/mountain
 - Hydra and stymphalian
 - Hydra minigame fight
 - Open areas that are accessible, but some are empty
 - Small town (a few houses)
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- Add music and sounds. Not a priority, but BC wants it.
- Overworld
 - Like Pokemon overworld
 - Have quest-giving NPCs
 - Non-moving
 - Interact function
 - Currency reward for beating quests
 - Scene manager (one scene that controls all others)?
- Fighting
 - Classic RPG for random monsters
 - Turn based, Pokemon-style combat.
 - Need item system/inventory accessible mid-fight
 - Boss fights are minigames
 - Given some info on how to play minigame
 - Pop-ups
 - Items give some bonus (ie movement speed, more time)
 - Stymphalian
 - Like Duck Hunt
- Items
 - Need item ID
 - Inventory and item icons
 - Stats (accuracy, defense, etc)
 - Stored with an enum
 - Allows for images, animations, ID, etc

- Main fights
 - Stymphalian and hydra fights
 - Stymphalian accessible somewhat early, hydra later
 - Animations and models: most likely a time sink
 - Pixel animations

- Player (MC)
 - ~~Random Greek dude(hero?), possibly blessed by a god~~
 - Hercules killed most stymphalians
 - **Hercules is your ancestor/relative**
 - Hercules did have children
 - Hercules was killed by hydra blood
 - MC wants to finish the job of killing stymphalians/revenge on hydra
 - **Progression and stats are determined through items: no levels**
 - ~~▪ Levels~~
 - ~~▪ Stats~~
 - ~~▪ Leveling increases stats~~
 - ~~▪ Skill tree potentially (for MC)~~

- Monsters
 - Monsters are a subclass of a player
 - **Stymphalian and Hydra**
 - Side monsters
 - Cyclops
 - Siren
 - Dock in town to get to siren island
 - Boat?
 - As an item or as an NPC
 - Minotaur

- Inventory
 - Pokemon inventory system
 - Scroll through items, select them and what you want to do with them.
 - Size/slots determined later
 - Displays quests
 - Icons for items
 - Transparent? Doesn't matter if the game is paused or not.
 - Weapons
 - Skills attached to weapons
 - Sword -> attack

- Shield -> block

- Story

- Story-based with RPG elements
- **Bottom line: Player fights hydra, then kills stymphalian**
 - Side lore implemented later
- Takes place in Greece (on Earth)
 - ~~Start out in a generic town~~
 - Start on Mt. Olympus
 - Meet Hercules and get main quest/starting info
 - Hercules knows remaining stymphalians are on the **island of Aretias in the Euxine Sea**
 - Hercules is dying/unable to complete his quest
 - Leave Olympus by falling
 - Player returns to Olympus when defeated and falls to respawn
 - Main area is **island of Aretias in the Euxine Sea, which has a volcano/mountain that you climb up**
 - Hydra halfway up
 - Caves/Cliffs on the way
 - Birds/stymphalian at peak of Volcano

- Dr. BC Mode

- Postpone until the end
- Increased size of minigame props?
- Progress even after minigame failure?

- Art

- Helpful site: https://opengameart.org/art-search-advanced?keys=&field_art_type_tid%5B0%5D=9&sort_by=count&sort_order=DESC&page=1
- Environment (from Unity assets): <https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605>
- Items (from Unity assets): <https://assetstore.unity.com/packages/2d/gui/icons/pixel-art-icon-pack-rpg-158343>
- Custom hydra sprite?