

Group 24: XNA 2D Game

Members: Kyle Smith, Ryan Boucher, Manel Oudjida, Nnamdi Okwechime

Supervisor: Professor Roy Franks

Project Milestones

MAJOR REQUIREMENTS BUCKET:

- options menu
- mechanics (movement, attacking)
- Inventory/Item System
- Bank System
- Quest System
- NPC's with dialog
- Equipment System
- Crafting system
- Gathering / Collecting crafting materials
- Spell/Class System
- World Map
- Individual maps / zone content
- Monsters in the world
- Storyline (main quest)
- Additional content
- Multiplayer **
 - client server setup
 - messaging between client and server
 - database

Milestone 0: The storyline (13 days)

- Storyline (main quest) / side quests (design)
- World Map (design)
- Individual Map/zone content (design ideas/background images)
- gather additional requirements from this phase

Milestone 1: The Fundamentals (34 days)

- Options menu
- Basic Mechanics (Movement, Attacking, Stats)

- Basic platforms with collision detection and textures
- Basic Enemy Slime
- Background music and image
- Basic spell
- Basic action bar

Milestone 2: Multiplayer / Items (55 days)

- account creation
- character creation
- Items System / Money System /Crafting System
- Bank Storage setup
- Server Database setup
- Server inventory tables
- Messaging between client and server
- Client Inventory implementation
- Client item sprites
- Mobs loaded from server
- Mobs drop items
- Idle NPC

Milestone 3: Flushing Out Gameplay(21 days)

- Implementation of world map and individual maps
- NPC with dialog
- NPC with shop system (giving/receiving items/money)
- Bank NPC for storage
- Additional monsters on individual maps
- Equipment system
- Spells/Class System
- Gathering / Collecting locations

Milestone 4: Quest Overhaul (21 days)

- Most NPC's should be on the map
- Main storyline implemented into NPC's
- Quest log interface for viewing quests
- Party system, sharing exp on mobs, and progress for quests

Milestone 5: Music Overhaul + Optimization (21 days)

- Zone music (Zone based, in or out of combat)
- Mob idle sounds,
- Improve the balance of classes, mobs, and items
- create test suites / fail safes to make future development easier and running simple
- tweak performance to make multiplayer as seamless as possible

