INITIAL PROJECT SPECS

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PROGRAM OVERVIEW:

This game will be a 2D Side Scroller Hack & Slash game with RPG elements such as leveling and stats. The game will have a central character whose movements will be controlled with WASD and Keys J, K, and L for attacking.

DESCRIPTION OF USER INPUT:

* WASD for movement, W for jumping
* Buttons J, K, L will be used for attacks

DESCRIPTION OF PROGRAM OUTPUT:

* Movement of a central character that the player will control
* Health, Mana and EXP bars
* Health and Mana drops
* Enemies for the player to confront
* In game items for Health or Mana regeneration
* The central player will be attacking when the player inputs the attack commands

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT/XML/JSON FILES

Data Stored in Json:

* Levels & Stats
* Enemy Types
* Enemy Patterns
* Items

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| Release Name | Incremental Features of Release |
| 1.0.0 | Load in Basic Environments and Central Character |
| 1.2.0 | Implement Movement Controls |
| 1.3.0 | Implement Movement animation |
| 1.3.5 | Implement Jump controls |
| 1.4.0 | Add Jump Animations |
| 1.4.5 | Add Environmental Hit Detection |
| 1.5.0 | Implement Attack Controls |
| 1.5.5 | Implement Attack Animations |
| 1.6.0 | Load in Enemies and Add Enemies |
| 1.6.1 | Add Enemy Movement Patterns |
| 1.6.2 | Add Enemy Collision Detection |
| 1.6.3 | Add Enemy Animation |
| 1.6.4 | Add Enemy Attack Patterns |
| 1.7.0 | Add HUD (Health, Level, EXP Bar Etc.) |
| 1.7.3 | Add Sound Effects |
| 1.7.5 | Add Environmental Hazards |
| 1.8.0 | Add Start/Title menu |
| 1.9.0 | Add More Detailed Environments |
| 2.0.0 | Add additional levels |
| 2.1.0 | Finishing Touches |