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Project Proposal: Fire Emblem Fates Simulator

Purpose: To provide a battle simulator in the vein of Fire Emblem Fates, the most recent edition in a long running strategic RPG series published by Nintendo.

Front End: As the game is divided into two different versions, Birthright and Conquest, users will be able to pick a side, Nohr or Hoshido, select a preset team of characters to battle with. Each character will have unique stats, attributes, and weapons. The user can then pick a team from the opposing side to challenge. A computer will then control the opposing team's actions. A user will have three options once they initiate a battle: attack, rotate, or quit. A win will play a "victory" audio file. A loss will play a "defeat" audio file. Both scenarios will have appropriate pop-up message.

Back End/Admin Interface: The data on each character will be stored in a database admins will be able to access through a separate page requiring a password and username, allowing for modification of stats based upon trial and error.