INITIAL PROJECT SPECS

NAME: Matthew Brock Max Tauro

PROGRAM OVERVIEW:

The program will be a top down dungeon crawler. The player character will be in the center of the screen with the background moving to simulate motion of the character.There will be arrow keys to control the motion of the character and buttons that control attacks, blocks, and potion use. There will be “nests” that spawn enemies at a set rate and can be destroyed.There will be potions that the character can hold one of and use when they choose. There will be pre made maps. There will be keys with corresponding doors to allow the character to progress further in the level. The Character will have an experience level that dictates how strong they are and how strong the enemies are. There will be a boss at the end of the each level that is stronger and has different attacks than the other enemies.

DESCRIPTION OF USER INPUT:

There will be four arrow keys at the bottom left corner for north, south, east, west that allow the character to move. There will be four buttons at the bottom right that will be attack, magic attack, shield, and use potion. On the top left there will be a pause button.

DESCRIPTION OF PROGRAM OUTPUT:

The program will output to an XML file that will store the current information associated with the character e.g. position in the level, the character experience level, which doors were open, the potion they had, and what checkpoints they had unlocked.

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT FILES

The character name will be stored and have an id that associates it to what it is. The state of the map will be stored in a 2d array including the character position, door positions, nest positions, enemies on the map, keys on the map, position of the potions, of the bosses with specific characters that will represent each. All the character information will be stored e.g. Heath, Mana, Potion, and Keys. The preferences that the user chose will be stored. e.g. volume level, difficulty level.

**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.**

|  |  |
| --- | --- |
| **Release Name** | **New incremental features of this release** |
| **Alpha** | **Have the Character on screen and have all the buttons on screen** |
| **Beta** | **Make the arrow buttons on screen move the chracter** |
| **Gamma** | **Make the character rotate acording to the direction of motion** |
| **Delta** | **Make a base enemy that will follow the character after the character comes in close proximity to it** |
| **Epsilon** | **Make a “Nest” That will spawn The enemies when the character is close and at a set rate untill the “Nest” is destroid** |
| **Zeta** | **Make the first map/level with just walls and floor** |
| **Eta** | **Add potions that the character can store one at a time and use when they choose** |
| **Theta** | **Add keys that the character can hold multiples of** |
| **Iota** | **Add door that will be opened by the chorisponding key** |
| **Kappa** | **Add the boss at the end of the level** |
| **Lambda** | **Add the ability to save the state of the game** |
| **Mu** | **Add music** |
| **Nu** | **Add a start menu with Start, Load, New, and Controls** |
| **Xi** | **Add options to the start menu for music and difficulty** |
| **Omicron** | **Check points that you can return to when you die** |
| **Pi** |  |
| **Rho** |  |
| **Sigma** |  |
| **Tau** |  |