Problem Definition

**Problem Outline**

The game is going to be a RPG (Role Playing Game)

**Needs & Features**

* A Turn Based System (Similar to Pokémon)
* Playable character
* Monsters or Enemies to fight
* Level System
* Skills or Magic
* Items & Equipable weapons

Maybe other team members OR CPU team members

**Objectives**

* Develop or Modify a Turn Based System in VB/Game Maker Studio
  + Like Pokémon’s
  + Useable Items, Skills & Magic
* Set in a Main Character (Maybe Minor ”Helper” Characters) With
  + Level up System
  + Stat System
  + Learnable Skills or Magic
* Monsters or Enemies With
  + Level up System
  + Stat System
  + Learnable Skills or Magic
* An Overworld With
  + Random Encounters?
  + Hidden Items?
  + Towns?
  + NPC’s?
  + Areas to explore
  + Bad Monsters/Guys to Fight
  + A main objective (i.e. saving the land/world)

**Boundaries**

* Lack of experience With Game Maker Studio
* Can get complicated with the Math in calculating the Turns, Attack Damage, Stats of Characters