**RPG notes**

**UP**

1. **Inception:**

Brainstorm, requirements use case 1.

1.1 **Brainstorm.**

RPG spil, middle aged themed. Text based with UI. Pictures of world/dungeon “possibilities”.   
coins/currency. Items with rarity. Mana/Hp potions. Mage/Warrior classes.   
Character: xp, hp, energy, strength, armor. Inventory.   
NPC:   
- Vendor: Sell and buy items. Quests.   
- Quest givers: Give and accept quests.   
- Dungeon Boss: Drop items/coins. Give quests. Give and receive damage.  
-   
Dungeon:  
Map:  
Quest log:   
Talent tree:

**UI:**

**ADDONS:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  | Map | Inventory | Quests |  |  |  |  |  |  |
|  | Billedresultat for map   |  | | --- | |  | |  |  |  |  |  | |  | | --- | |  | |  |  |
|  |  |  |  |  |  |  |  | Relateret billede |  |
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|  |  |  |  |  |  |  |  |  |  |
|  | Hello, and welcome to the World! | | | |  |  | Strenght | 10 |  |
|  | Enter your name to continue your journey. | | | |  |  | HP | 150 |  |
|  | ……… |  |  |  |  |  | Energy | 5 |  |
|  |  |  |  |  |  |  | Snack | Des100 |  |
|  |  |  |  |  |  |  |  |  |  |
|  | Monken Holy | | | | |  | Enter | |  |
|  |  |  |
|  |  |  |  |  |  |  |  |  |  |

**Til næste gang:**

Hvordan skal vores UI se ud?

Attributer til character.

**Scrum log:**

Konkret idé til UI.

Temaet.

**UP – Unified Process op til flere år.**

Characteristics: **Agilt / agile**

Process: Inception 🡪 Elaboration 🡪 Construction 🡪 Transition

Inception = Idéer, brainstorming– requirements. Use case 1. MINUS kode og planlægning I denne fase.

Elaboration = Use case 2. Use case diagrammer. Domain model. Første kode (størst risiko og størst stakeholders). Risiko-analyse.

Class Diagram SD- SSDdiagrams imellem disse 2 faser.

Construction = Der laves en masse Fully Dressed Use Cases. Iteration. (hovedformål kodes)

Transition = Sync op med kundes vilkår og computere mm. Fast deadline. Typisk dagbøder hvis ikke overholdes.