Project Plan Protask 2019 – 2020

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Stijn van Gemert

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# Project Description

Our project is a video game made with Unity. It is going to be a Japanese-style Roleplaying Game with a randomly generated world. This game will have a customizable experience with changeable music, custom characters and the possibility to add your own enemies into the game.

Characters have statistics which will assign their properties in battle. In addition, characters have classes, which will determine stat growth, abilities learned and possibly magic spells.

Combat is turn-based. At the start of a round the game will look at each participant’s speed stat and possible modifiers. They will then each perform an action in order of fastest to slowest. A player can use an Attack, Ability, Magic, Item, Block or Run Action. When a battle is won, the player will receive experience and can possibly level up.

# Personal Goals

Alexander wants to continue learning.

Peter wants to do more with game development, learn more about Unity and C# and get more creative.

We want to make a product that make use of procedural generation and is very customizable. A game like this will make these goals possible, whilst we also have fun doing so.

# MoSCoW List

**Must**

* Japanese-style Role Playing Game (JRPG)
* World procedurally generated
* Battle System
  + Actions
    - Attack (Weapon)
    - Abilities
    - Magic Spells
    - Items
    - Defend
    - Run
  + Turn-based, greatest speed first
* Customizability
  + Custom Music
  + Custom Enemies
  + Character Creation
* Inventory System
  + Consumable Items
  + Equipment
* Player Stats
  + Attack, Defense, Magic, Speed, Luck
  + Experience System with level-ups
  + Classes
    - Classes determine stat growth
    - Classes have special properties (Magic Spells and Abilities)

**Should**

* No Random Battles in the overworld
  + Enemies appear on screen, walk into them to start battle
* Battles have animation
  + Enemy idle
  + Enemy attack
  + Player attack
* Get more Items
  + Enemy Loot
  + Treasure Chests in the world

**Could**

* Dungeons and Structures
  + Random Buildings throughout the world
    - Towns Possible, low priority
  + Dungeons aside from main world
    - Separate Procedural generation

**Won’t**

* Use templates
* Static World
* Make Apple Version
* Use Unity incompatible formats

# Planning

|  |  |  |
| --- | --- | --- |
| Week | Who | What |
| 1-8 | Both | Keeping Logbook |
| 1-8 | Peter | Art |
| 1-8 | Both | Making test plan |
| 1 | Peter | Making Project Plan, Requirements and Planning |
| 1 | Alexander | Exam Agreements |
| 1 | Both | Technical and Functional Design |
| 1 | Alexander | Making Wireframes |
| 1 | Both | Making Flowcharts |
| 2 | Alexander | World Generation |
| 2 | Peter | Battle System |
| 2 | Peter | Player Stats |
| 3 | Peter | Character Creation |
| 3 | Alexander | Menu’s |
| 3 | Alexander | Custom Music |
| 3 | Peter | Custom enemies |
| 4 | Peter | Inventory System |
| 4 | Alexander | Refine World Generation |
| 4 | Peter | Refine Battle System and Player Stats |
| 5 | Peter | Animation |
| 5 | Alexander | World encounters |
| 5 | Alexander | Loot |
| 5 | Peter | General refined |
| 6 | Alexander | Structure generation |
| 6 | Peter | Dungeon generation |
| 7 | Alexander | Towns |
| 7 | Peter | NPCs |
| 8 | Both | Testing and reporting |
| 8 | Both | Refinement |
| 9 | - | END OF PROTASK |