Objectives

The Product Must have:

1. Have functioning game element, which:
   1. Allows the player to move around the world,
   2. Contains hostile Mobile-Entities (mobs) in the world,
   3. Has some form of combat between the player and the mobs,
   4. Has a unique procedurally generated terrain and cave system,
   5. Has a destructible world where blocks can be mined by the player,
   6. Has a building system where the player can build structures,
   7. Have a scaling difficulty,
2. Have a functioning Menu System, which:
   1. Allows for new games to be created easily,
   2. Allows for players to connect online simply,
   3. Displays the game title,
   4. Allows the user to close the program,
3. Have a functioning Multiplayer System, which:
   1. Allows multiple players to play in the same world,
   2. Allows the world to be synced across each player,
   3. Allows interactions between players,
4. Satisfy the clients brief by:
   1. Have a save-able and load-able world,
   2. Have a Day / Night cycle,
   3. Include fantasy mobs such as skeletons, or zombies,
   4. Have a final objective, such as a boss fight,
   5. Be playable on PC,
   6. Be playable on a mouse and keyboard,
5. Be appealing to my End-Users by:
   1. Having a consistent art style throughout,
   2. Using a consistent pixel by pixel tile size throughout,