

The Lost Horizons

1. Project Overview

Turn based RPG game with animating characters and effects.

The game comes with a story and the map to explore. We will form our team to accompany us in combat as we fought along as the strategist.

2. Project Review

Studying from “Pokemon” and “Fate grand order” by its fighting system. Each of the different moves will have different effects on players and enemy stats. This project will enhance the project combination of moves that players can choose based on moves type that will affect each status according to characteristics of moves and enemy.

3. Programming Development

3.1 Game Concept

At first, the player will be the lost adventurer in the circumstances where people from over the world got randomly teleported to the dungeons. In order to survive, he must fight for his life. However, he's not great at fighting but strategy and planning are his things, he also obtained The analyzer eyes that can detect enemy current status. After walking along somewhere, he found the one who had great talent, yet those individuals only rushed in and fought without plan so he came up with a plan to team up with them and guided us together out of this place. The game will include types of attacks that each will affect player experience which are crucial in the game. Some might drain a lot of the enemy's health but with downside upon the user. Campaign system will challenge players to fight smarter and harder on each level.

3.2 Object-Oriented Programming Implementation

Player chooses characters for battle.

CampaignManager loads a stage and starts a battle.

BattleSystem runs a turn-based fight, letting characters use skills.

Manages player and enemy turns.

Skill class executes different effects (damage, buffs, heals, etc.).

Affects players and enemy stat

Character (Base class for all fighters)

Handles stats, skills, and actions.

Animation plays and load animations

Sound creating sound effects system

3.3 Algorithms Involved

It might involve basic AI for enemy playing style for random moves and special conditions or events when the player stat met the requirements.

4. Statistical Data (Prop Stats)

4.1 Data Features

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Health (Player and enemy) Max health of player may change from items, buff or debuff

Attack damage (Player and enemy) attack damage maybe change with buff or debuff

Critical rate (Player and enemy) there's a chance of getting x2 damage per each turn of attack

Buff and Debuff data (Player and enemy) depends on skill and item used on the target. The data will stack and compute from current character status

Overall damage made from progression fighting all NPC

Overall damage taken from progression fighting all NPC

4.2 Data Recording Method

Using Pandas and storing them in a CSV file.

4.3 Data Analysis Report

Display as a table of data, analyze and summarize to list of percent and numbers to show the current situation of the fight. This data could be useful in a fight where looking at the resistance the effectiveness could be a path to victory.

4. Project Timeline

Week	Task
1 (10 March)	Proposal submission / Project initiation
2 (17 March)	Full proposal submission
3 (24 March)	
4 (31 March)	
5 (7 April)	
6 (14 April)	Submission week (Draft)

5. Document version

Version: 1.0

Date: 4 March 2025

Date	Name	Description of Revision, Feedback, Comments
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13/3	Rattapoom	<ul style="list-style-type: none">• Algorithm and Data Analysis reports need more explanation.
16/3	Parima	The proposal misses some information. Please refer to the template and include all the necessary details described in it.