**Vision**

This game is an RPG game with the feature of inventory and combat. Player can also move around on maps to interact with features on maps. There is a main story line which leads to the end of the game. The storyline has not been designed. Player can interact with the game by mouse and keyboard. The game also features an equipment system; player can get equipment from finishing quest, beat enemy, or trade with NPC to increase his/her strength. Our current vision is that the game takes at least 30 minutes to beat and have at least 8 maps. We store maps data in json, so map is easy to extend. I built this game from scratch since MS1 is the first sprints.

**Summary of progress**

In MS1, we were starting from 2 feature, GUI and game engine. We started from GUI design since it is the most difficult part to tackle in this assignment. During last two days of this sprint, we connect GUI with the game engine. So, we finished the design of GUI, basic RPG game feature like health, experience and strength, a basic combat system featuring a small combat with minion, and a basic dialog system. In the demo, we showed off the design of the GUI, difficulty selecting, interacting with dialog system and the small combat with minion with limited feature.

**Activity Breakdown**

Here is a bulleted list of responsibilities for each member:

Wentao:

* Main engine
* Enemy model object + corresponding json files

Michael

* Player & map model objects + corresponding json files

Ruiqi:

* GUI code via Graphics
* Hooking up GUI with OCaml model objects

**Productivity Analysis**

We have accomplished way more than expected in our first sprint MS1, as we were able to successfully create the model objects and get the GUI well-hooked up. Our original proposed plan was run our game via the text editor, but we could not do that since it would be very similar to A2 and A3; hence, we had to implement the GUI very early on, despite risks of no help from TAs. Yet surprisingly, we got the GUI to run successfully on our laptops, with the health, strength, and experience indicators showing correctly. (More to include??)