

Name: Samuel Leon

Title: Explorator

Project Summary: A text/kernel-based dungeon crawler RPG, wherein users are trying to find the explore, find the end, and win.

Project Requirements:

ID	Description	Priority
UR-01	User can create a named character	Critical
UR-02	User can customize character attributes	Critical
UR-03	Users can interact with objects in the environment	High
UR-04	Users can view their character status (health, equipment, etc.)	High
BR-01	Rooms will contain an enemy or item	Medium
BR-02	Rooms will be dynamically created	High
BR-03	Rooms will have 4 directional navigation options	High
BR-03	Game will have a text-based encounter system	Low
BR-04	Game state will be savable	Low
BR-05	Items will drop via a loot table	Low
BR-06	Environment will be composed of separate rooms	Critical

Priorities range from Low, Medium, High, and Critical (Critical highest, low is lowest priority)

UI Mockups: The UI will be text based. The following options will be afforded:

Start Screen:

1. Start Game
2. Resume Previous Save
3. Quit Game

Room Screen

You went (N,S,E,W)! A (item/enemy) appeared! What will you do?

1. Fight Action A
2. Fight Action B
3. Use Item (Inventory Screen)

4. Pause Menu

Pause Menu

1. Save Game
2. Quit Game

Inventory Screen

Create a list of items and then generate a drop down menu respective of the items: i.e.

1. First item in List
2. Second item in List
3. Third item in List
4. Fourth item in List
5. Fifth Item in List
6. Go Back
7. More Items...

Class Diagram:

