TBA
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Rpg Project
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TBA

An rpg that requires the user to interact with platforms on the map and attack monsters in order to unlock new stages.

TBA: User Stories

Sprint 1:

- As a player, I want to be able to move my character with the keyboard, in order to get to different locations in the game
- As a player, I want there to be platforms and different maps, in order to present different obstacles and changes of scenery
- As a player, I want there to be monsters, in order for there to be a goal/challenge in the game
- As a player, I want to interact with the game, in order to start/pause the game, or pull up a map

TBA: User Stories

Sprint 2:

- As a player, I want to be able to attack/be attacked by monsters, in order to progress in the game
- As a player, I want to be able to jump onto platforms in order to avoid/attack monsters
- As a player, I want a limited health bar, in order to prevent the game from being too easy
- As a player, I want there to be animations in the game to increase visual appeal and interest
- As a player, I want there to be music/sound effects in order to alert when I am being attacked, and to up game appeal

TBA: User Stories

Scrum 3:

- As a player, I want there to be a moving map, in order to increase the places I can go
- As a player, I want a mp bar, in order to prevent me from using infinite attacks and clearing the game too quickly
- As a player, I want to be able to level up my character, in order to kill monsters faster/face harder monsters
- As a player, I want to be able to customize my player, in order to have my character be to my liking

TBA - Architecture

The game will use Unity as the game engine. User interactions, graphics, and game play will be coded in Java.

TBA - Challenges

- Creating a moving map
- Implementing some form of collision detection

TBA - Technologies

Technology 1: JAVA

Technology 2: Unity