

# TILE HERO

A 6People Game



# We Are 6People

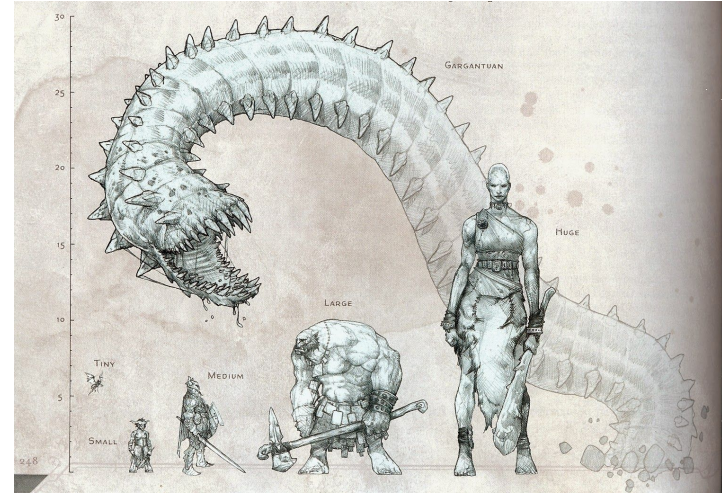
- Morgan
  - Game Tile Design and Implementation
- Ian
  - Game Grid Management and Design
- Ryan
  - Lead Item Designer
  - Player Inventory Design
- Kaleb
  - Lead Character Designer
  - Movement Implementation
- Oscar
  - Weapon and Ability Design
- Bob
  - Combat Design and Implementation



# What is Tile Hero?



# What is Tile Hero? (contd.)



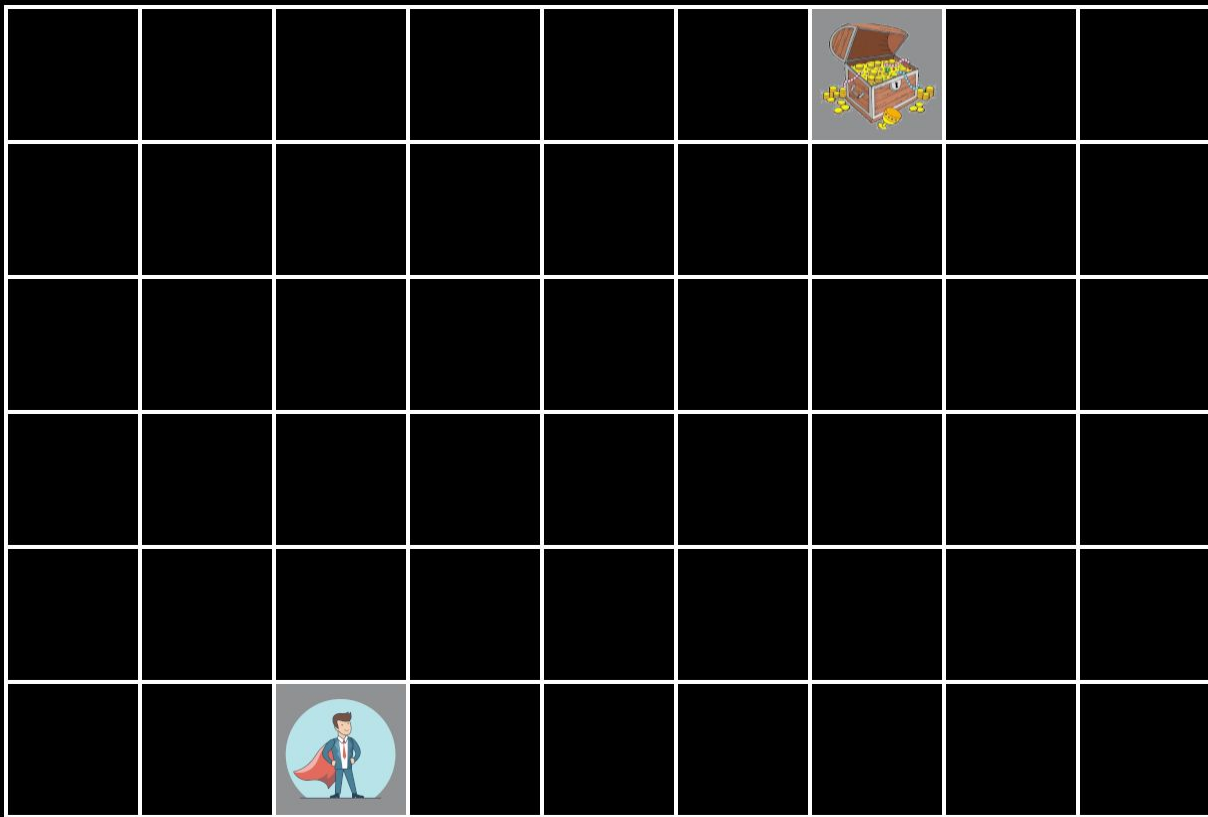
# Storyboard



# TILE HERO

Start

help









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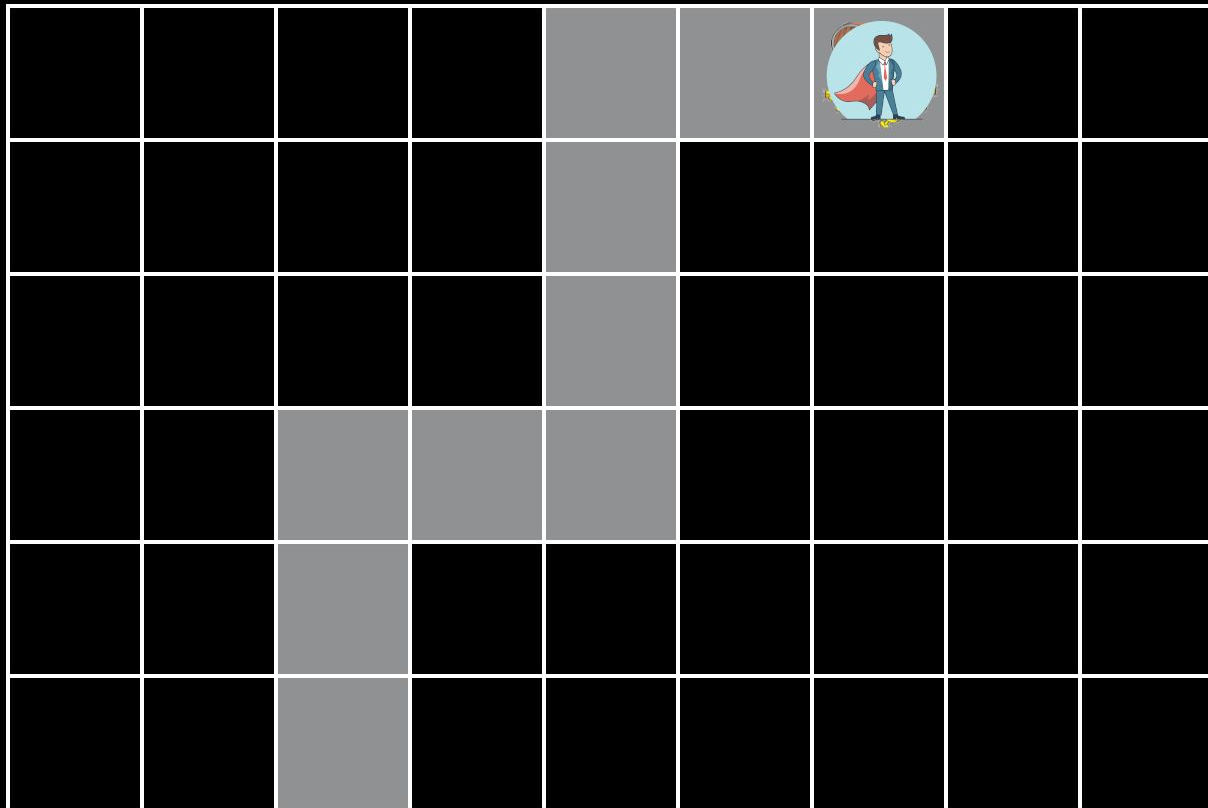
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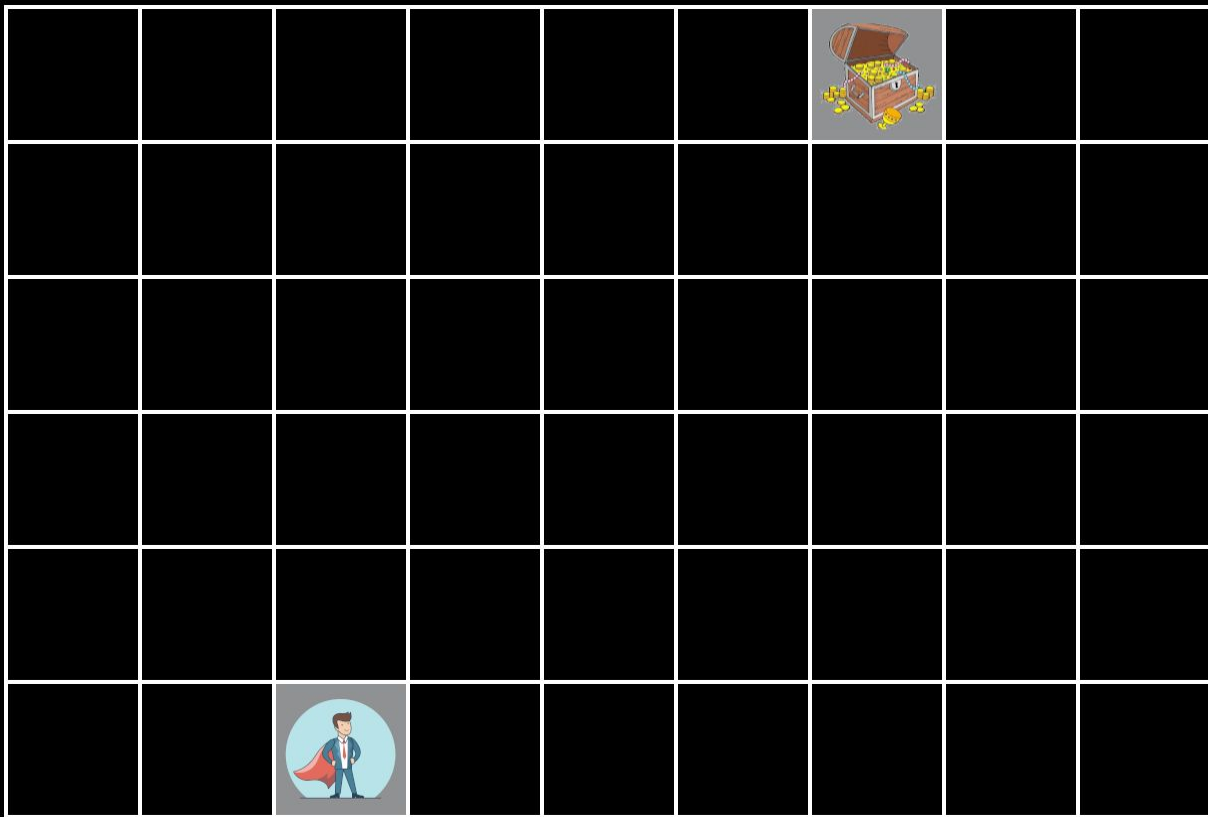




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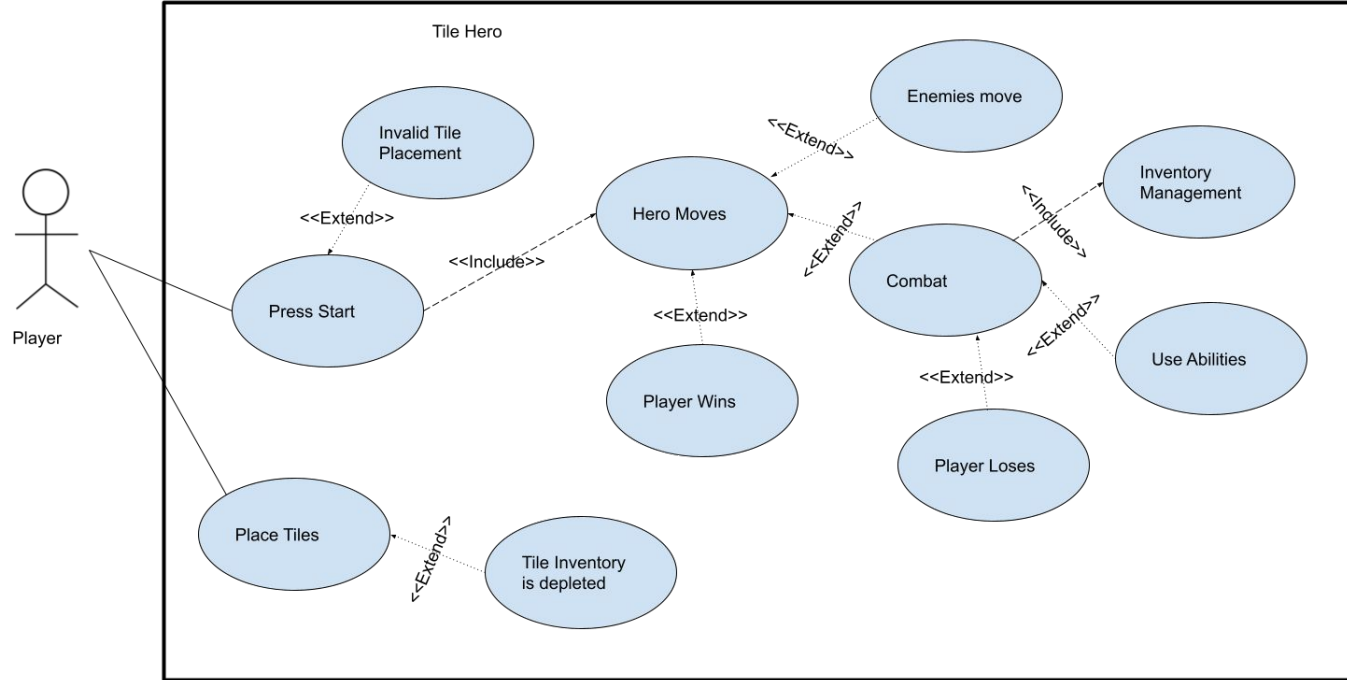




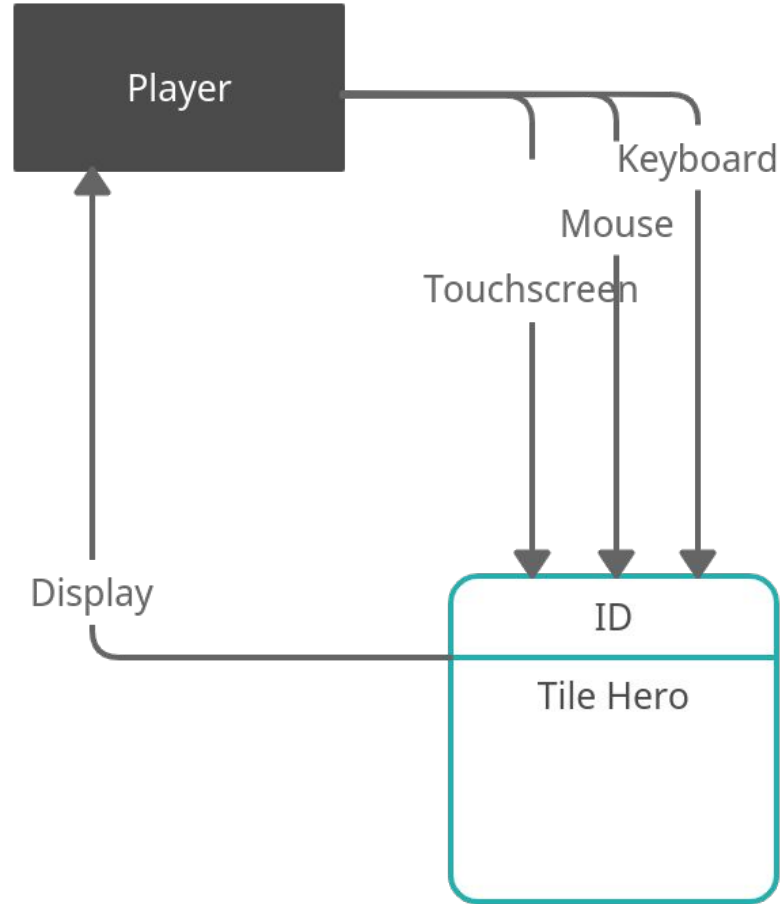


# Use Case and Data Flow

# Global Use Case

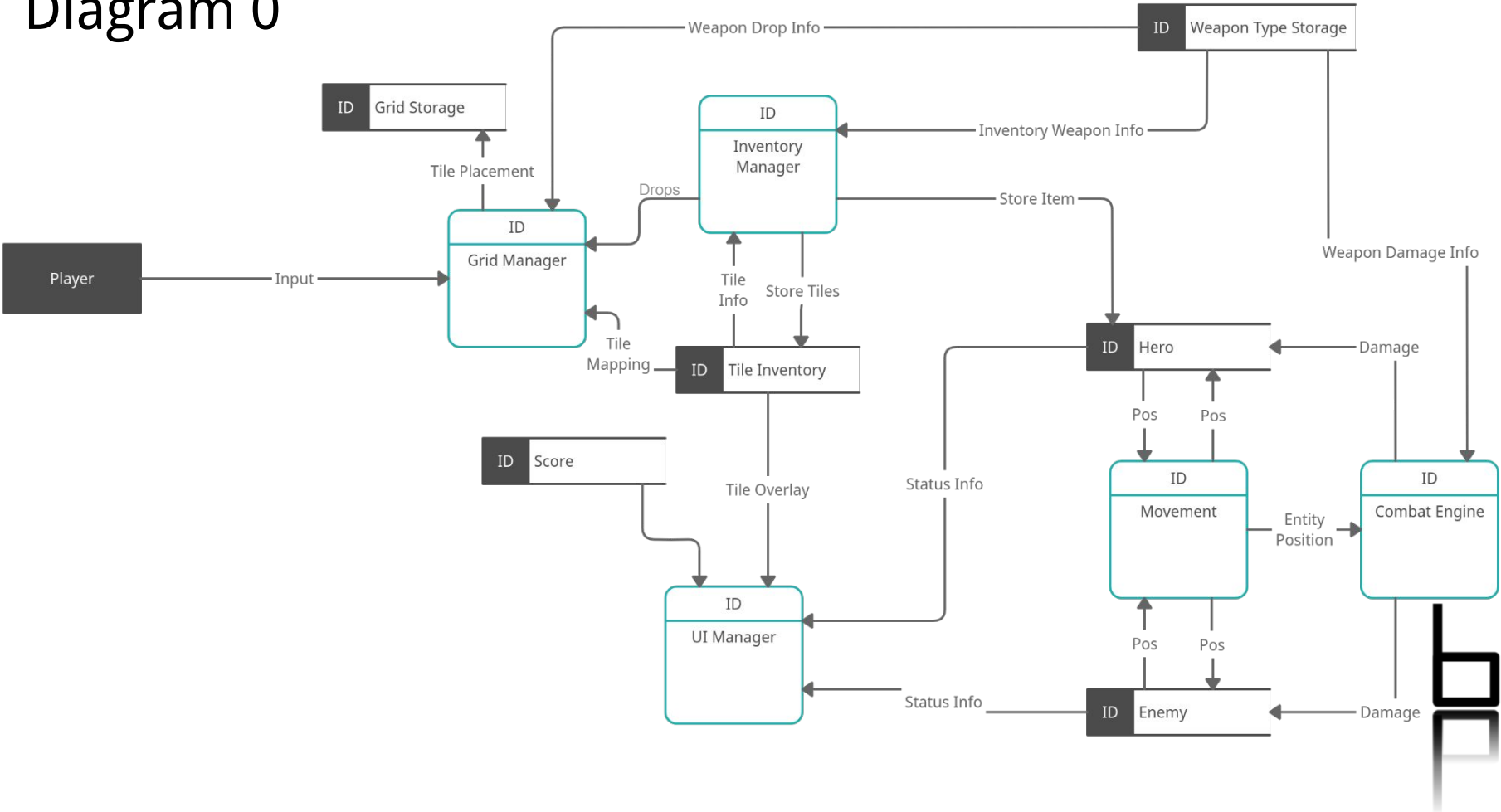


# Context Diagram





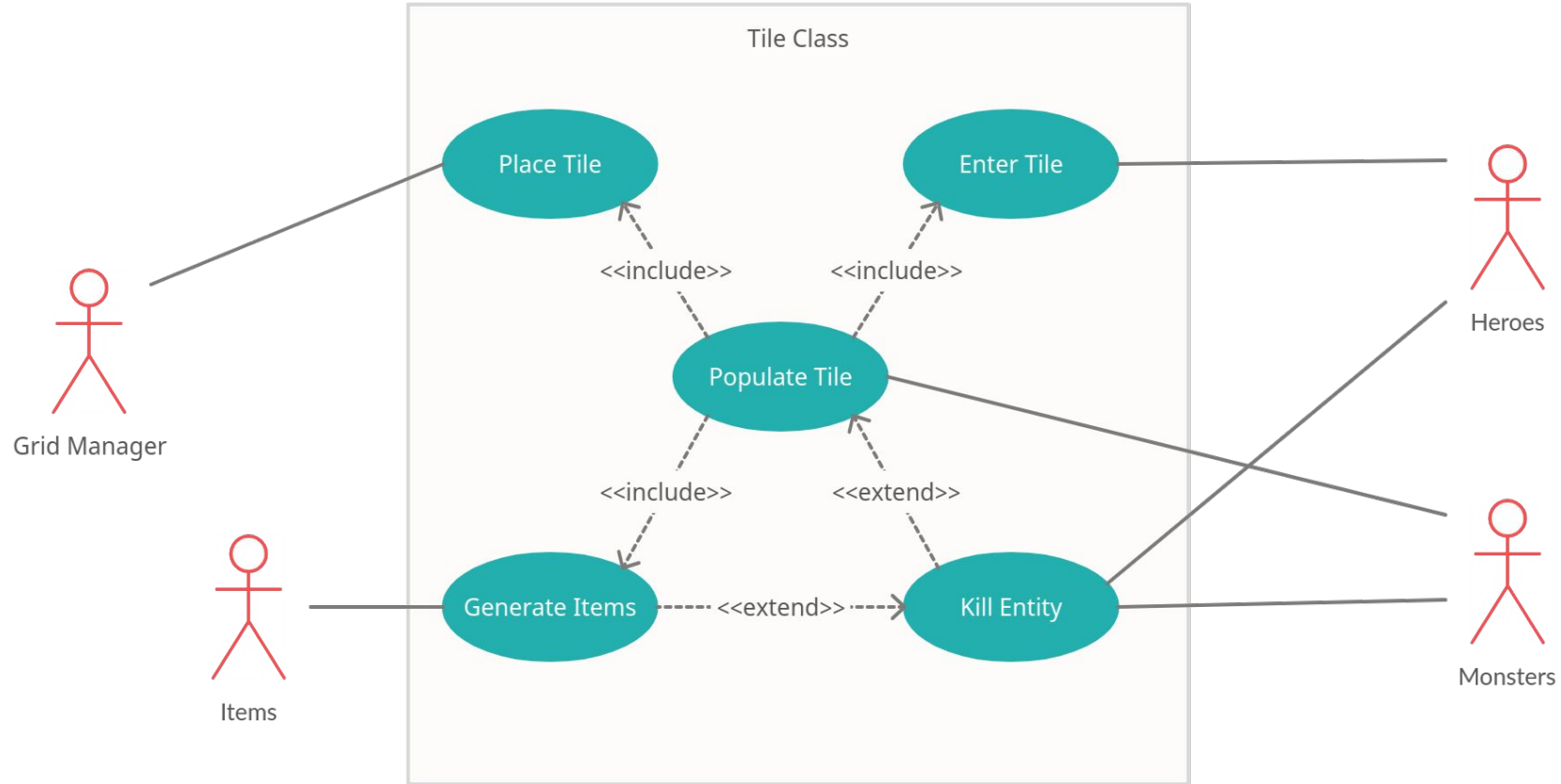
# Diagram 0



# Features



# Tile Class - Morgan

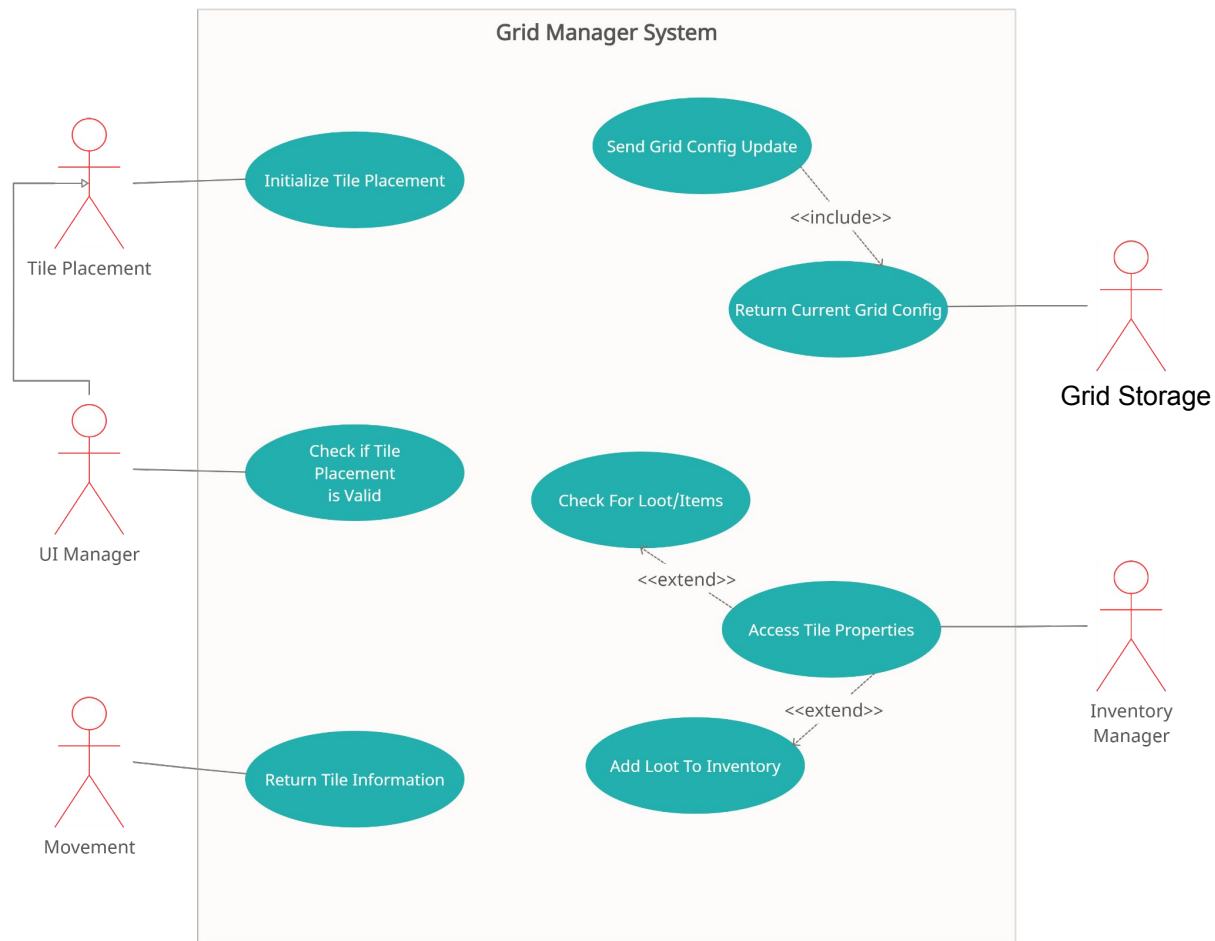


# Grid Manager - Ian

- We need to create the playable area for the player to place tiles
  - This includes places for the start, end, and player placed tiles
  - This will also include places that the player cannot place tiles on
- We also need an interface for the player to place tiles
  - Let the player drag and drop tiles and create their dungeon
- This is a must-have feature for the game (highest priority)



# Grid Manager - Ian



# Grid Manager - Ian

- The complexity of this feature will be reasonably high.
- This system will:
  - communicate to and from most of the systems in the game
  - understand the different types of variable types and how to utilize them accordingly
  - utilize some sort of database or storage system for the tiles/grid system

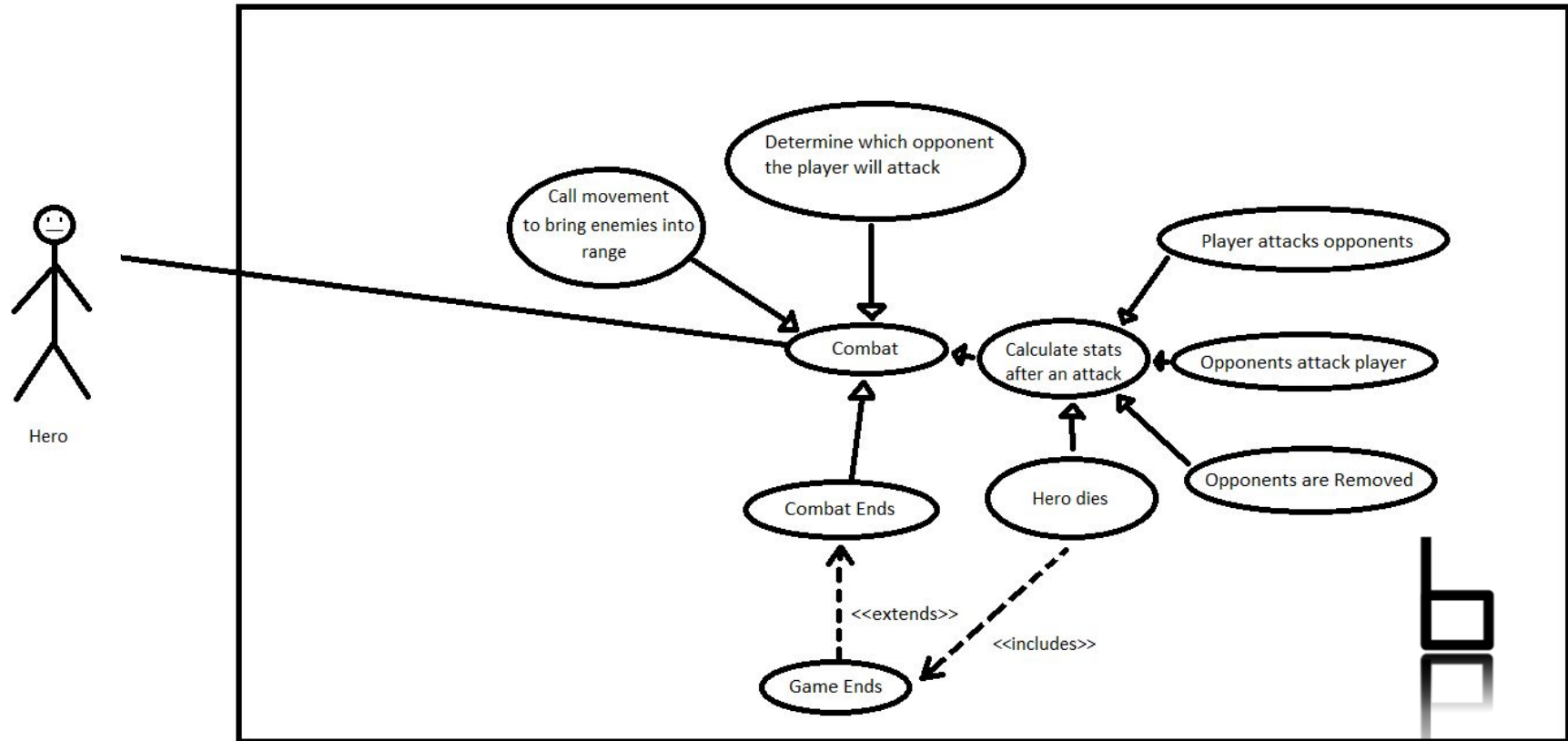


# Combat Manager - Bob

- My feature is less complex compared to other features
- This feature handles:
  - The hero and enemy making attacks against each other
  - Determining the order in which the hero attacks enemies
  - Determining if opponents are in range
  - Removing enemies on death
  - Notifying the UI Manager when the hero dies
  - Checking when combat is over and allowing the hero to continue traversing the tiles
- This feature is of moderate priority



# Combat Manager(contd.) - Bob



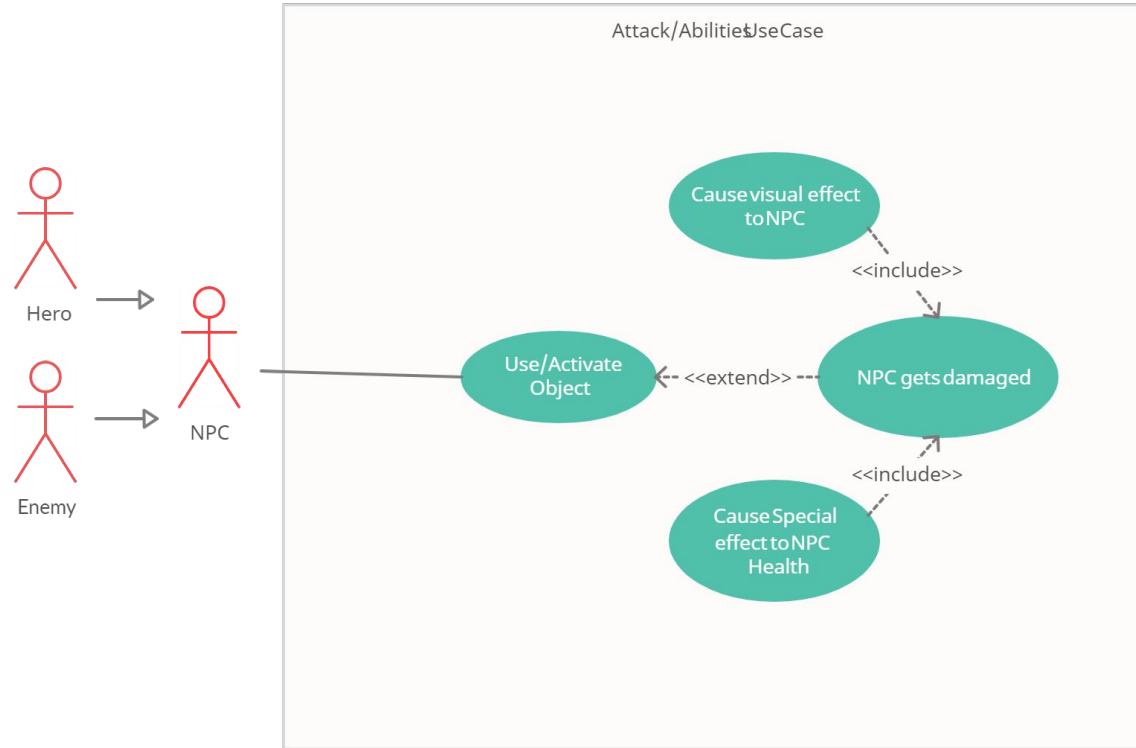


# Abilities/Weapons -Oscar

- We need to include objects(weapons) which will cause damage towards NPC's
- We need to include weapon types with status effects towards NPC's
  - This would include NPC visual status effects
  - This will also need to affect NPC health in a variety of manners depending on status affect
- The priority for this feature will be medium
  - The game could work without this feature
  - Without it, the game may become bland overtime
- Complexity for my feature would be less than others
  - Requires to include all weapon types
  - Each weapon effects NPC's visually and affects health uniquely



# Abilities/Weapons -Oscar

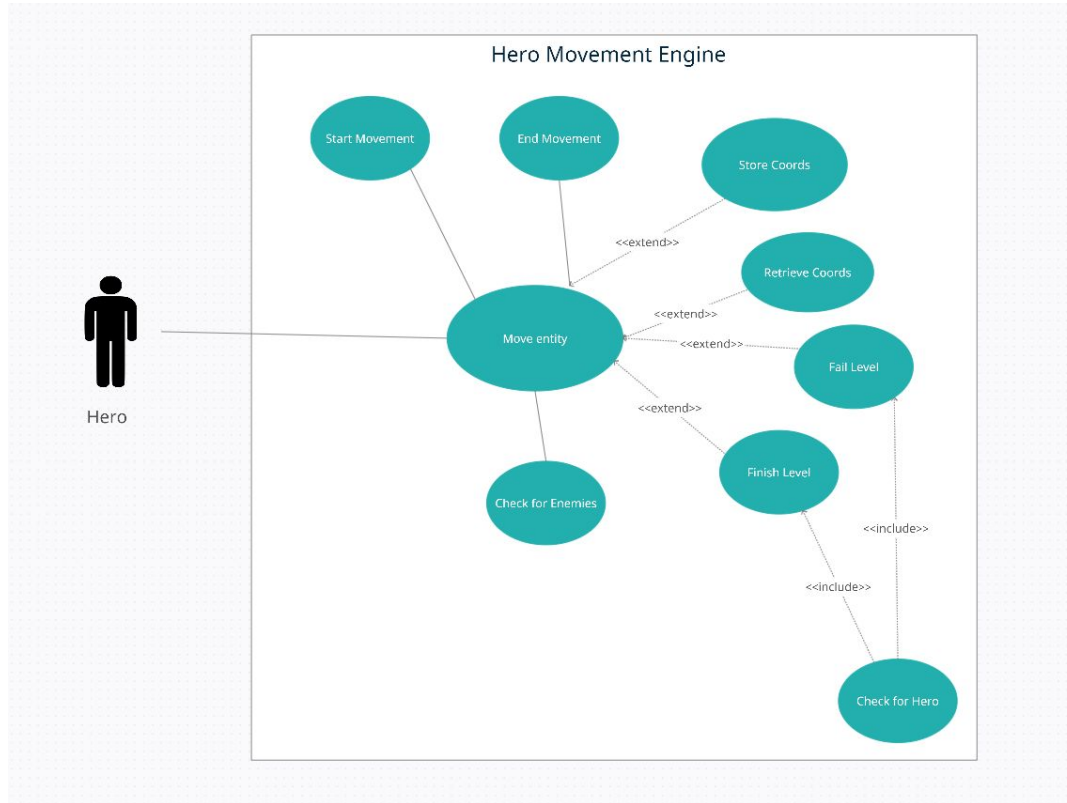


# Movement- Kaleb

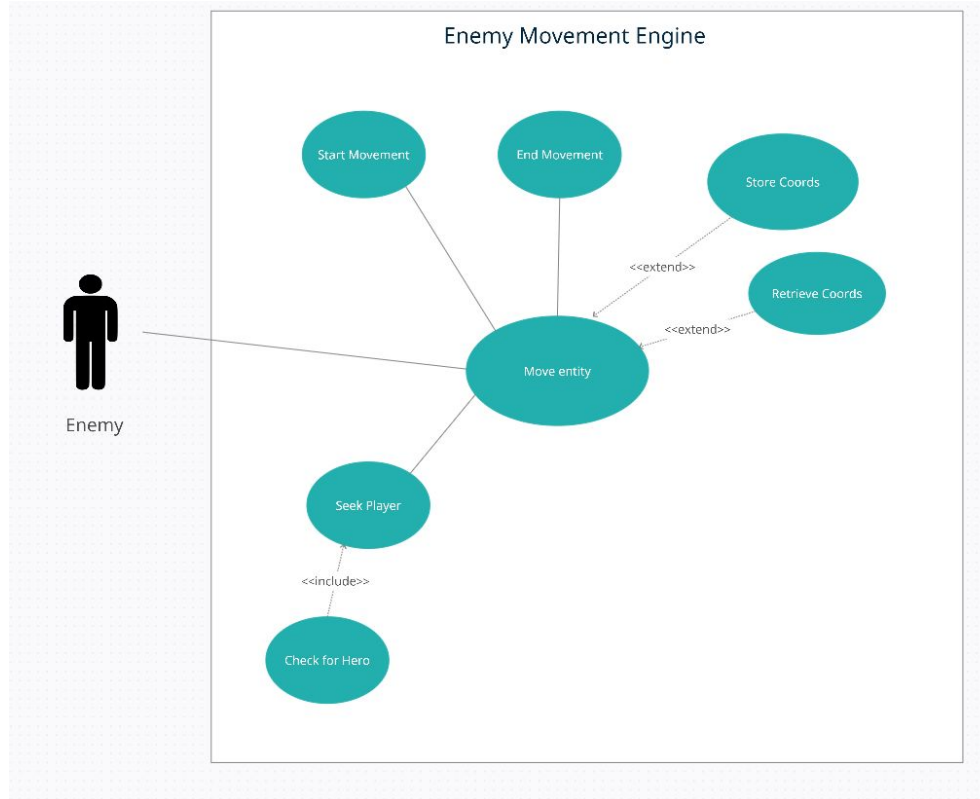
- Move our Hero through the Dungeon
  - Move from Tile to Tile, charting a path from beginning to end
- Move enemies to attack the Hero
  - Enemies lay in wait, waiting for the hero to enter their room
  - Enemies ambush hero, moving in for the kill
- It's a must-have feature for our game



# Movement (contd.)- Kaleb



# Movement (contd.)- Kaleb

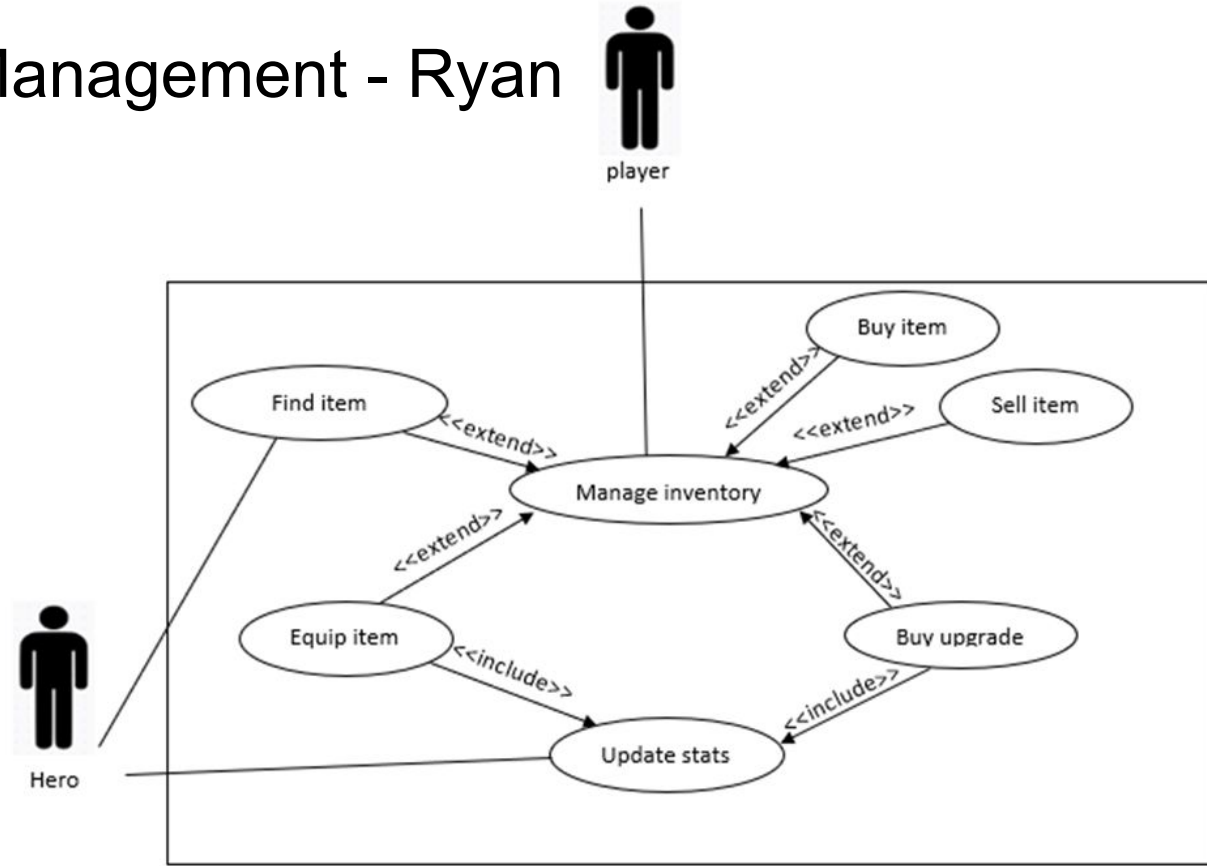


# Movement (contd.)- Kaleb

- Compared to other features it is not as complex
- Requires pathfinding for the hero to navigate from beginning to end, through each tile
- Requires a dynamic navmesh to ensure that enemies stay within their own tile
  - They should not attack our Hero while they are in another tile



# Inventory Management - Ryan



# Inventory Management - Ryan

- Store items collected throughout the game
  - Items can be found through combat or purchased at the store
  - Items can be sold for gold
- Enables the ability to equip item
  - Changes hero stats
- Purchase Upgrades
- While not vital, it is of high priority
  - Creates a sense of progress through the use of items and abilities
  - Makes the game more interactive for the player





Questions?



TILE HERO