

1) Describe your core mechanism:

-Game genre: Our game will be a simplistic 2D turn based role playing game.

-Rules: Moving around a map. Kill enemies to gain experience and level up. Increase stats and find items. Encounter enemies by walking into them and fight in turn based combat. Talk to NPC's to heal and gain items.

-Winning and losing conditions: Win by defeating the boss monster at the end of the map. He will be too strong for you at first, so you must fight small enemies to become stronger. Lose if your health reaches 0.

-Player goals (ensure clarity for the players): The objective to defeat the boss will be told to the player at the start, and they will be told to get stronger before trying to fight them.

-What inspired this idea? List any applicable references: Small RPG's like Half Minute Hero inspired the idea to keep the game small, but large RPG's like 2D Zelda and Pokemon also provided inspiration. The goal became to take a 2D RPG and make it small enough for the scope of the class.

2) List possible obstacles for design:

- **Potential challenges during the design phase:** Figuring out balancing to ensure the Boss is strong enough to require the player to grind, but not too strong that it would take too long to finish. Ensuring variety and balance among the normal enemies. Map design could prove challenging to make an entertaining scene.

3) List possible obstacles for implementation:

- **Potential challenges during the implementation phase:** Switching between scenes. Implementing AI for the enemy. Making sure colliders are working properly. NPC dialogue. Giving the player a larger variety of choices in combat and adding visual effects to the combat. Additionally, adding status effects to the game would be an interesting thing to add, but could be challenging.

4) List reasons why this plan is feasible:

- **Why do you believe this plan is playable:** The game will be playable because RPG's are a classic and staple genre. The player will have choices of how to progress, how quickly to try and fight the boss, and find hidden items to make their quest even easier.
- **List the methods you used to evaluate your plan:** Our group met and discussed the project in depth, planning over what kind of features to add, what

would be realistic to develop within the allotted time frame, and what would be actually entertaining to play as a player. We looked to existing RPG's as inspiration and decided what we could realistically fit, and what kind of features would need to be cut for the sake of time, simplicity, and experience.

5) Explain why you think this can be done within the allocated time:

- **List what you have planned to do and the resources available to make it happen:** The scope of the game will still be relatively small and simplistic. It will likely be a single large overworld, or several small scenes. The combat will be very basic and boil mostly down to stats. We won't need to worry about physics. Finally, we are a team of four and should be able to divide the work up to accomplish more with our time.

6) Describe the features you expect to accomplish by the end of this course, and identify features that may be risky to finish before the final delivery time:

- We expect to finish the core game loop, having the player able to engage in combat, and the boss available to be fought. We should be able to accomplish the overworld movement and battle mechanics, NPC dialogue, and the stat and level up system all within the time frame of the project. Some features that could be risky would be implementing different maps for the screen to transition into a new scene with a different visual location and enemies, having a hub town for the player to heal and potentially buy upgrades, and even something akin to a quest system. Status effects could also be risky to implement before the final delivery time.