Spec Sheet

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Program overview:

For our 4ui java programing final project, we will be building a game (android, and desktop) it will be a top down hack and slash action adventure gaming, it will also contain some, basic rpg elements.you will have the choice between a few different classes of “heroes”. you will battle increasingly more difficult enemies, building up to mini bosses and final bosses (end game and level), there will be a basic story.

User Input:

* The user input on mobile devices will be handled through the use of on screen controls, a virtual d-pad and two action buttons, as well as a pause/menu button, on desktop user input will be handled through keyboard input with wasd or arrow keys for movement, and two other keys that the user decides for the action buttons, escape for pause/ menu. as well as mouse input for the start and pause menu.

Program Output:

The program will display a series of graphics on a 2d plane, the 2d graphics will move to keep the player within a center box in the middle of the display area, there will also be sound in the form of background music, and sound effects for the environment, enemies and player.

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT/XML/JSON FILES

In our save files will contain the level the player is saving on the nearest respond/ save point, their current health (int value), and inventory(strings ids), as well a list of rooms/ sections that have been cleared one for enemies and one for loot (booleans) .

Release Schedule

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| Release Name | New Features in this release |
| 0.1 | On screen controls, controllable character |
| 0.2 | new test level no longer a blank background |
| 0.3 | static enemy to attack, and basic attacks for player |
| 0.4 | major update: enemy AI, health, lives, responds, LOOT, inventory system |
| 0.5 | sound (background music and some sound effects) |
| 0.6 | add more enemy types (reskin) |
| 0.7 | add menu system |
| 0.8 | Major Update: more/ release levels, in gaming level switching, bosses/ mini- bosses. |
| 0.9 | more player classes ( ex. Mage, archer) |
| 1.0 | Saving |
| 1.2 | add shops, more items, finalize inventory system |
| 1.3 | add the story |
| 1.4 | TBD |
| 1.5 | TBD |
| 1.6 | TBD |
| 1.7 | TBD |
| 1.8 | add game title |
| 1.9 | final pre release bug testing finished |
| 2.0 | Finished and released for android and desktop |