

Project description

Title: Ember

Description: With our website we want to create a turn based rpg where the user is able to create their own custom character where they get to choose from different classes. The user is able to battle enemies, level up & buy gear to progress to get to the end and defeat the final boss. Defeated enemies can drop various items that boost the stats of the player.

User Story

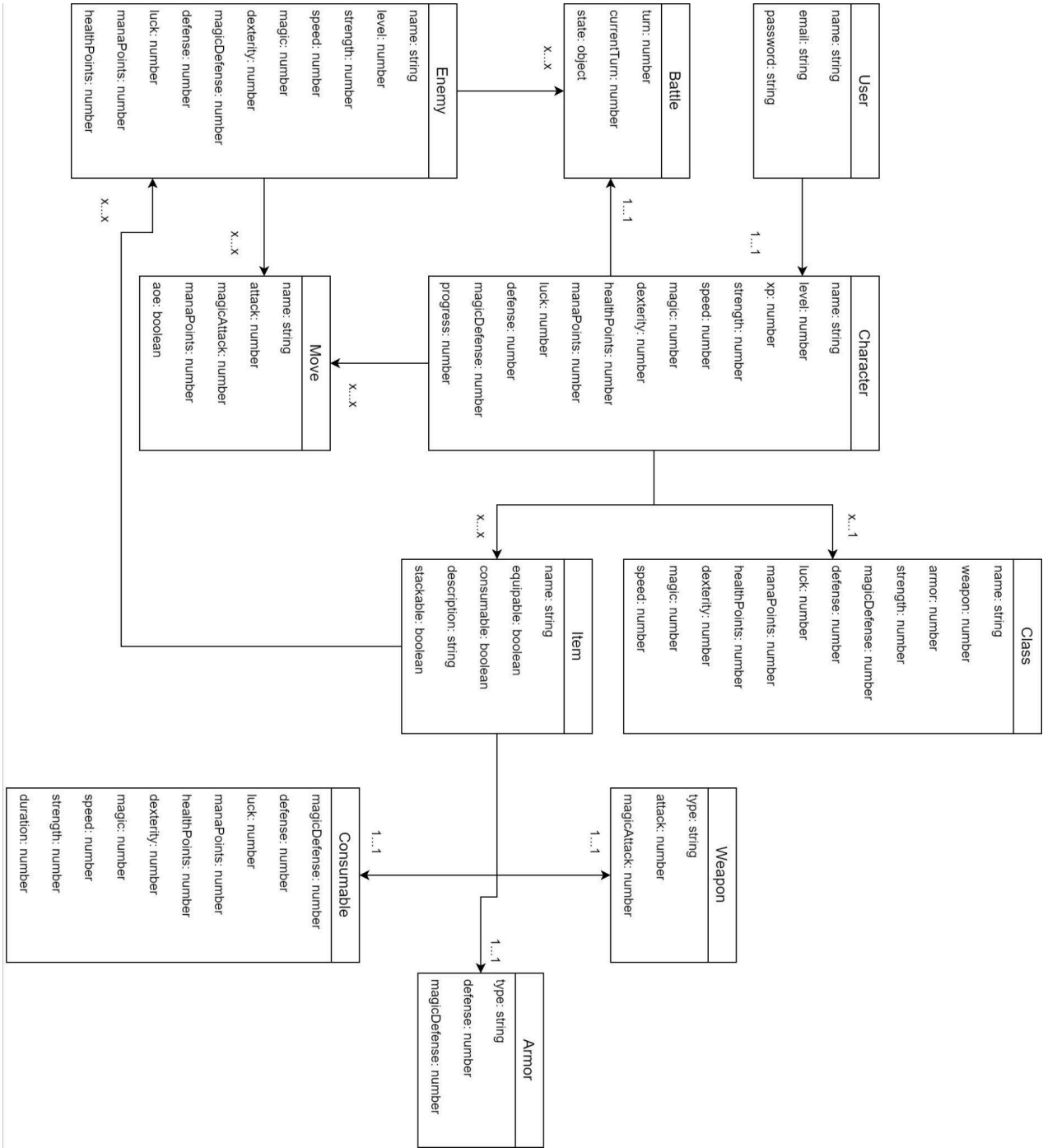
Title: Create a custom character for personalised gameplay	Priority: 1
User story As a player, I want to create my own custom character, So that I can play the game using a unique avatar that reflects my preferences and style.	
Acceptance Criteria Character Customization Options: <ul style="list-style-type: none">- The player can give their character a custom name.- The player can select a class that suits their play style.- Once satisfied, the player can save the character and use it in the game.	

Title: Start a battle and engage in combat	Priority: 2
User story As a player, I want to start a battle and fight enemies, So that I can experience the core combat mechanics and advance in the game.	
Acceptance Criteria Initiating the Battle: <ul style="list-style-type: none">- The player can choose to start a battle from the game's main menu using a dedicated "Battle" button. Battle Interface: <ul style="list-style-type: none">- The player is presented with a clear combat interface that shows the player's character, enemies, health bars, and available abilities.- There is a turn-based combat system. Combat Mechanics: <ul style="list-style-type: none">- The player can choose actions such as attack, defend, use abilities, or items.- The player can target specific enemies or use area-of-effect attacks.- The battle system calculates outcomes based on stats, abilities, and enemy weaknesses.	

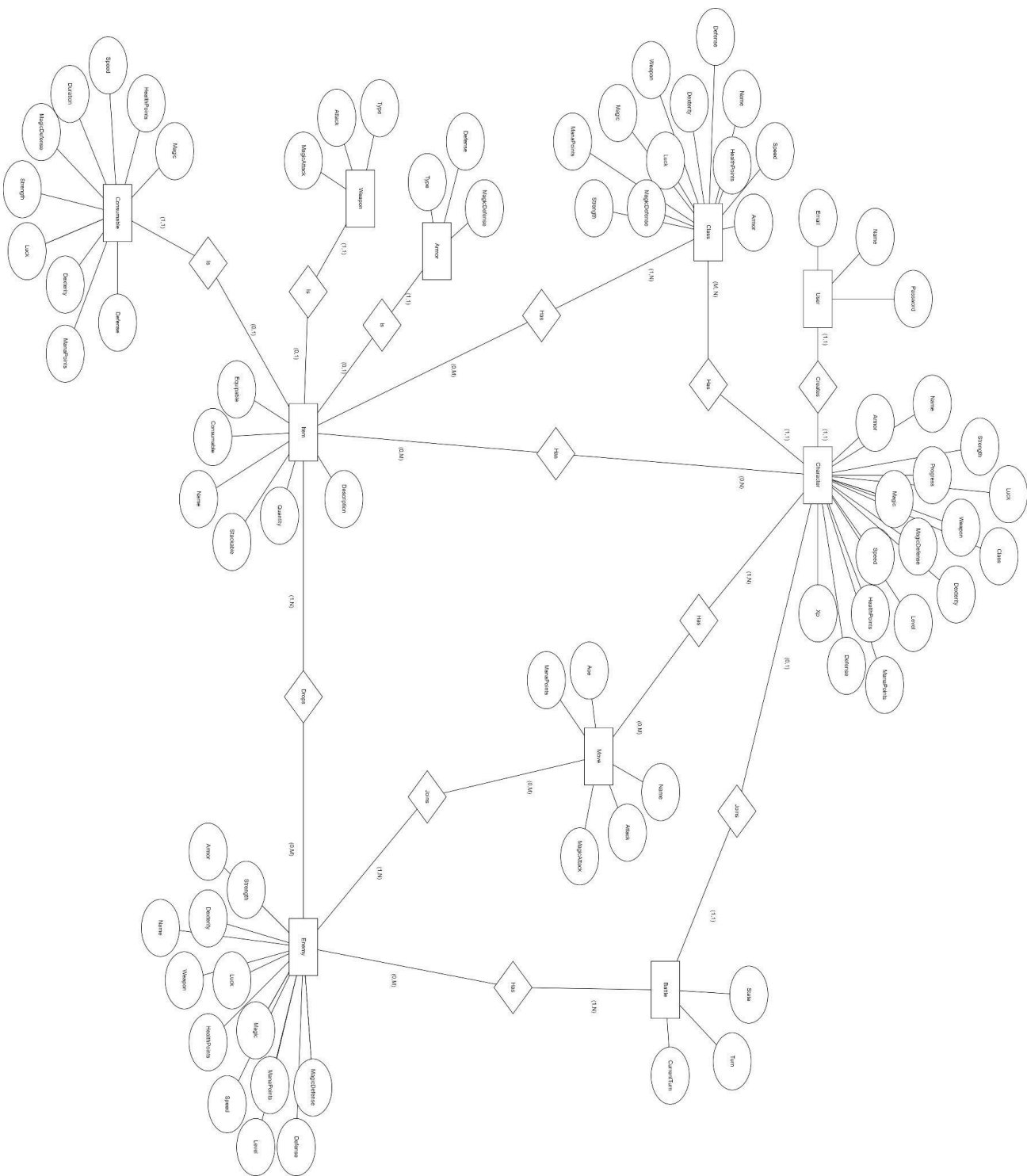
(Als er nog tijd is)

Title: Visit the shop to buy and sell items	Priority: 3
User story As a player, I want to access a shop through a button and buy or sell items, So that I can manage my inventory and obtain useful equipment or resources.	
Acceptance Criteria Accessing the Shop: <ul style="list-style-type: none">- The player can access the shop by clicking a dedicated “Shop” button in the game.- The player can visit different types of shops (weapon, armor, general goods, magic) depending on the location. Shop Interface: <ul style="list-style-type: none">- The player is presented with a clear interface displaying available items for purchase, their prices, and description. Buying Items: <ul style="list-style-type: none">- The player can select items to purchase by clicking on them.- Upon selecting an item, confirm or cancel the purchase.- If the player confirms, the item is added to their inventory and the corresponding amount of currency is deducted.- If the player has insufficient currency, they receive a message notifying them that the purchase cannot be completed. Selling Items: <ul style="list-style-type: none">- The player can switch to a “Sell” tab or section in the shop interface to sell their own items.- The player can select items from their inventory and view their sell prices.- After confirming a sale, the item is removed from the player’s inventory, and the corresponding currency is added.	

Domain Model:



Conceptual model:



Logical Model:

