The Screaming Sun

Project Requirements

IN-FN-01: System shall allow player to be able to move character using WASD.

IN-FN-02: System shall allow player to be able to view your inventory by pressing “I” on keyboard.

IN-FN-03: System shall allow player to be able to rotate characters by pressing “R” on keyboard.

IN-FN-04: System shall allow player, at menu screen, to be able to left click “New Game” or “Load Game”

IN-FN-05: System shall allow player to access game log by pressing “F1” on keyboard.

IN-FN-06: System shall allow player to load in previous game from system files.

IN-FN-07: System shall allow player to select battle actions during battle view.

IN-FN-08: System shall allow player to navigate the menu with the cursor

IN-NF-01: System shall allow player to only be able to move in one direction at a time.

OU-FN-01: System shall have a menu splash screen where one can start a new game and load game.

OU-FN-02: System shall have a log in the background that keeps track of game actions.

OU-FN-03: System shall have background music while playing.

OU-FN-04: System shall have sound effects for attacks from your character and dungeon monsters.

OU-FN-05: When system receives the attack command it shall go through the attack animation.

OU-FN-06: System shall give confirmation checks at important actions (such as deleting game save).

OU-FN-07: System shall show health and magic levels during battle view.

OU-FN-08: System shall show enemy health during battle view.

OU-FN-09: System shall allow the player, in world view, to view the character they are currently using.

OU-FN-10: System shall have character sprite artwork.

OU-FN-11: System shall have monster sprite artwork.

OU-FN-12: System shall have environmental artwork for dungeons, the main town, and in battle view

OU-FN-13: System shall be able to save game to system files.

OU-NF-01: System shall have minimal cut scenes and dialog.

OU-NF-02: System shall have a world view GUI that takes up entire screen when called

OU-NF-03: System shall have a battle view GUI takes up lower ¼ of screen.

OU-NF-04: System will have NPCs only in the main town as shopkeepers.

PR-FN-01: System shall have a battle system with set equations that determines how much health the player and enemies lose upon taking damage.

PR-FN-02: System shall process random encounters. Meaning the player will randomly run into monsters inside dungeons.

PR-FN-03: System shall process the level of monsters the player encounters based on character levels and current dungeon.

PR-FN-04: System shall calculate experience gained after each monster encounter.

PR-FN-05: System shall process treasure and gold drops upon completion of a dungeon.

PR-FN-06: System shall keep track of total playing time and display it in world view.

PR-NF-01: System shall restrict the player from being able to equip certain items depending upon the character class and level.

PR-NF-02: System shall restrict the characters from going over the maximum level (will determine later).