**Scope Statement**

**Project Objective**

* To develop a standalone, functioning prototype for a top-down 2D fantasy RPG on the Android platform

**Deliverables**

* Battle system
* Functioning UI (User Interface)
* Two working classes to choose from
* Two playable zones with enemies
* Completed inventory system

**Milestones**

* Finalized GDD (Game Design Document)
* Finalized TDD (Technical Design Document)
* Finished UI
* Finished battle system
* Finish character class
* Finished playable zone
* Finished major city
* Finished completed game

**Technical Requirement**

* Application must not crash
* Application maintains 30 FPS (Frames Per Second)

**Limits and Exclusions**

* Demo will be built to the specifications of the GDD and TDD
* Demo will not include micro-transactions
* Four of the playable zones and five of the playable characters will be reserved for the full release

**Location of work**

Jordon, Josh, and Derek will be working from their apartment in Oak Forest on their own respected computers. Vince will be working from his home in Palos Heights on either his computer or laptop. Mark will be working in his home in Oak Forest on his own personal laptop. Matt works on his own laptop at his home as well. All of us meet weekly at school to work on our own machines running the android SDK and AndEngine to complete the project.

**Period of performance**

Start 5/26/13 end 10/26/13

Approx. 120 days

**Deliverables schedule**

**Deliverables**

* Battle system 10/3/13
* Functioning UI (User Interface) 8/8/13
* Two working classes to choose from 8/8/13
* Two playable zones with enemies 8/8/13
* Completed inventory system 8/8/13

**Applicability standards**

30 frames per second

Doesn’t crash

**Acceptance criteria**

All applicability standards are met, finalized sprites, complete integration, game halting bugs are fixed, game is balanced.

**Special requirements**

Mobile platform with Android operating system.