

Project Scope Document

Project Title	VREM (Dwarvish word for sorrow)
Description	A dark text based adventure game using React as a front end to visualise events, your options, and a turn based combat system. The React front end will also allow users to view game content at their own leisure without having to play the game. Game data, including the player setup will be maintained by a Spring Boot application.
Why?	I would like to combine the majority of the elements taught in our Java course as well as learning new features. The Text Based Adventure is a means to showcase this as well as relying on my strengths as a creatively driven person. I feel this would be a good vehicle to showcase these skills in my portfolio. It will also push me out of my comfort zone by working with React which is a current skill weakness.
MVP Acceptance Criteria	<ol style="list-style-type: none">1. A user should be able to create a player derived from several predetermined characters.2. The user should be able to navigate between events, the next event and/or options should be determined by the previous event choice.3. The user should have an inventory system, which they can view at any time using a pop-up window, allowing them to swap weapons, armour, heal items.4. The user should be able to fight against enemies in a turn based system.5. The user should be able to view game background and additional info within the React app, outside of gameplay.6. TDD
Potential Extensions	<ol style="list-style-type: none">1. Images to display player location and the player themselves.2. Ability to save player performance.3. Sound effects/design.4. Mobile accessibility.
Risks	<ol style="list-style-type: none">1. Using React, a current skill weakness2. Solo project, workload requirements.
Exclusions	Does not need to run on a mobile app
Prerequisites	<ol style="list-style-type: none">1. Storyboarding to determine the direction and flow of the app.
Instructor Sign Off	
Sign Off Date	