JJAK

488 Capstone Project

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High Level Requirements

* The game application should be able to authenticate users who enter a correct username and password to a login page.
* The game application should provide a tutorial to outline core game functions.
* The game application should be able to facilitate multiplayer combat through communication with a data server.
* The user should be able to create and customize character appearance, attributes, and statistics through a character creator.
* User characters should be able to gain experience through combat that can be spent to upgrade character statistics or gain new abilities.
* Upon completion of combat, the game application should reward users with materials and experience based on their performance and their opponent’s skill level.
* The game application should provide an intuitive GUI for users to interact with game systems.
* The game application should provide an inventory system to hold character items and rewards attained by the user.
* The game application should feature an isometric tactical battle system for multiplayer combat.
* The game application should use a matchmaking system to provide opponents of similar skill levels for the user to battle.
* The game application should provide a crafting system by which users can create items with materials in their inventory.