

# Phase 1 Report

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## 1 STORY BOARD

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Our hero is heading to the capital city in hope of a better life after escaping from his old master when he encounters an abandoned village. After a little digging around, our protagonist finds a house on the edge of the village. Sensing the approach of nightfall, our hero decides to enter the house in the hope of finding shelter. As he enters the door, he finds an old lady warming herself by the fire. When he leaves the village, the old woman tells him how the village has been terrorized for years by a monster that lives in the mountains. Those not taken by the monster have left the village. After a little persuasion, the woman agrees to provide shelter in exchange for our hero's help in ridding the village of the monster that terrorizes it. After a long and dangerous journey, our hero finally reaches the monster's lair and defeats it, saving the village in the process. When our hero returns to the village, the old woman rewards him with a treasure and he continues on his journey to the capital city.

## 2 REQUIREMENTS

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### 2.1 FUNCTIONAL REQUIREMENTS

#### Start

**R1:** The game shall have a game menu from where the user can choose between starting a new game or quit from the program.

**R2:** The main menu may feature 3D visuals showcasing the main hero and the landscape

**R3:** The main menu may feature a load save button.

**R4:** The user may be able to choose a character class before starting a new game.

**R5:** The game shall feature a tutorial at the beginning of the game teaching the player the inputs and game mechanics of the game.

#### Player & Monster

**R6:** Player's appearance shall change according to the equipment.

**R7:** Player's character shall feature the following movement functions and animations: stand, walk, run, jump, attack, hit, die.

**R8:** Player's status shall consist of the following attributes: HP, ATT, DEF, DEX.

**R9:** Normal monsters on the field and one boss monster in the boss room.

**R10:** Once the player steps into the monster's sight, monster will chase the player to attack.

**R11:** Normal monsters shall feature the following animations: stand, patrol, chase, attack, die.

**R12:** Boss monsters shall feature the following animations: stand, chase, various attack patterns, die.

**R13:** The game shall provide a battle system between the player and the monsters

## UI

**R14:** The game shall have interactable status an inventory and a quest UI

**R15:** The players health should be displayed in game after jumping into the game.

## Others

**R16:** The game might feature an inventory system, which the player can use to store items found on the map

**R17:** The player might equip items in their inventory which will affect player's status.

**R18:** Quarter-viewed camera shall synchronize with the player's movement.

**R19:** The game should use a Path finding function – A\* algorithm.

**R20:** The game shall feature NPCs and three quests.

**R21:** The game shall have one starting village and one boss room

## 2.2 NON-FUNCTIONAL REQUIREMENTS

**NFR1:** The interface of the game shall be in English

**NFR2:** The game should load in less than a minute.

**NFR3:** The program should run on the latest version of the Unity game engine.

## 3 SELF-EVALUATION 1 PHASE

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During the first phase of our game project, we mainly concentrated on agreeing on the game engine of our choice and the programs that we should use to complete the assignment. We choose Unity as our game engine because of its more programmer-friendly coding option and the vast amount of 3D assets and add-ons available on the Unity asset store. We also decided to use Mixamo to animate our game characters because of its ease of use and good quality output. We also managed to design the game's storyline and pick the genre of the game.

## DEPENDENCIES

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- Unity3D game engine
- Mixamo 3D character animator