

Project Milestone 1

101-5

Team 5

Team Members: Bazen Fentaw, Naif Alassaf, Joshua James, Jessica Bae, Ethan Schultz

Application name: Untitled RPG

Application description:

A turn-based roleplaying game. The game's function is to entertain the player. The main character will go inside the dungeon and fight enemies. Combat will be turn based, meaning that the player and the enemy will take turns using actions to perform attacks and/or abilities. The game will be similar to Dragon Fable in style, but will have a different story and structure. The game will be fairly long, enough for a person to immersed,

The game will consist of characters that have visual appeal, there would be several characters with different designs. After each battle the game would progress till it reached its climax ending, there might be a multiplayer function with local people. Battles would involve attacks that have a hierarchy from either most powerful - least powerful, or possibly rarity and number of times that specific attack can be used.

The functional requirements of the program would be that one it runs properly without any bugs, users should be able to save and continue from where they left off, and background images for the game would change as the game progresses.

Vision Statement:

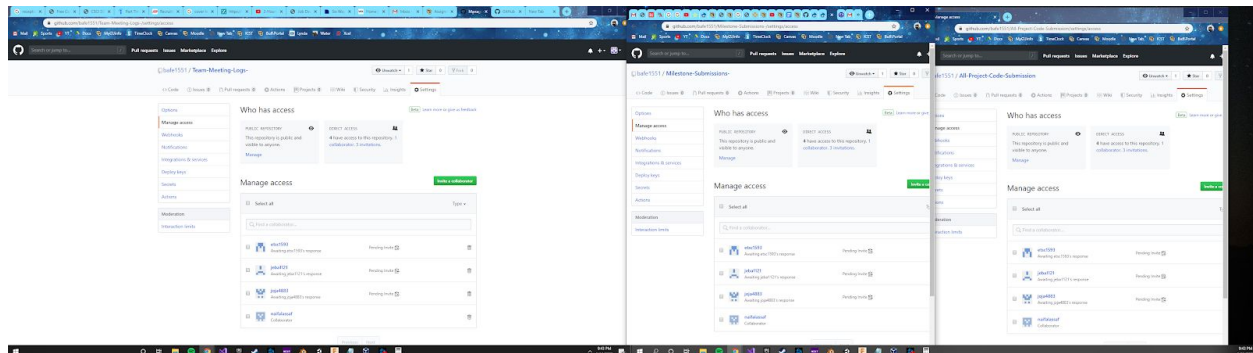
A game for people who enjoy video games, the game is a turn-based RPG that challenges the players decision making and strategy skills, unlike Action RPGs that focuses on unlocking new skills for stronger combat options.

Version Control:

Team meetings - <https://github.com/bafe1551/Team-Meeting-Logs-.git>

Milestone submissions - <https://github.com/bafe1551/Milestone-Submissions-.git>

Project Code - <https://github.com/bafe1551/All-Project-Code-Submission.git>



Development Method:

The Waterfall method is what best suits our needs in completing the project, in that we have a defined goal that we want to achieve with set parameters and there won't be any major changes to the project throughout. This was a team idea, so any change would need to be a group decision. We have the first two steps of the waterfall method, the requirements and a rough design, and after that would just follow the implementation.

Communication Plan:

Text messaging and a Discord server. Discord allows for voice chat and screen sharing. We will post regular updates to our group chat, each member has a specific task that they will complete for that step in the project. Any updates that are made to the project will be submitted to the repository with notes detailing the objective. Team members would collaborate with each other on their parts so that no one person falls behind.

Proposed Architecture Plan:

HTML canvas elements will be used, using JavaScript to draw, write, insert images and more.

Methods will be added to update the x and y coordinates of the mouse cursor to control character movements.

Data structures including binary trees will be used to store items for the character as they progress through quests.

The challenges will be stored in a stack so as you progress the stack will be incremented. Harder difficulties will make larger increments in difficulty of room.

Meeting Plan:

Every Tuesday at 6 pm in person at williams village or on Discord.