# Project plan – Summer project 2014.

## What i’m making:

I will this summer make a Dungeoncrawler rpg with a skill tree and randomized loot.

I will use SFML for this project.

## Design Doc

A top-down rpg with some quests, randomized loot and a skill tree. The goal of the game will be to defeat a powerful boss. The game will have perma-death so, no respawns and no saves/loads.

Something that will make this game rather uniqe is that nothing will have loads of hp, but instead be more focused on hit/dodge instead of the classical Hp, strength, intelegence, mana and speed. Speed will still be a quite prominent feature but not as important as in other games.

The player won’t have any control over his character once he entered combat.

## Classes needed:

Engine – Difficulty: 2

DrawManager – Difficulty: 1

InputManager – Difficulty: 3

StateManager – Difficulty: 1

ItemGenerationManager – Difficulty: 3

InventoryManager – Difficulty: 4

CombatManager – Difficulty: 3

GameObjectClass – Difficulty: 1

EnemyClass – Difficulty: 1

PlayerClass – Difficulty: 1