**Scope Document**

1. **Software Development Team**

**Adam Vandolder** – Project Manager, Programmer. Adam will make sure the group meets the project deadlines. He will also program the main systems.

**Dav Sandhu** – Programmer, Systems Analyst. Dav will communicate with Sarros about project goals. He will also design and implement the events and story of the project.

**Israel Fowler** – Computer Graphic Artist, Technical Writer, Programmer. Israel will design the graphics used in the project, as well as write the technical documents, and program some entities, objects, and events in the game.

1. **Problem Statement**

Our project is a mixture of top-down RPG’s with side-scrolling platformers, to create a unique action RPG experience. It will be inspired by classics such as The Legend of Zelda 2: Link’s Adventure and Wonder Boy in Monster Land.

The stakeholders of this project include us developers, whose grade depends upon this project’s completion, as well as Mr. Sarros, who has commissioned this project.

The users of our project are people who enjoy playing classic-style platforming action RPG’s, as well as other types of gamers in general.

Risks include our project being fairly ambitious, with quite a bit of content being required, which we may not be able to deliver on. This could result in us losing the contract.

The assumptions we have made include our ability to design and implement all of the required algorithms, some of which we have not done before. We also have assumed we will have enough time to make our project to the scale we desire.

1. **Vision** **of the** **Solution**

Vision Statement: We wish to create a playable, fun game that the user will enjoy.

List of Features: Intro video, Main menu, Cutscenes, Top-down overworld, Menus, Side-scrolling dungeons, Fighting, Collectable/Usable items, leveling system, magic abilities.

Features that not be developed: multiplayer