

High Concept - Basic RPG

Text based combat style RPG game

Pokemon style fighting

Map traversal (certain enemies marked)

Final boss to end game

Priority List

- Combat (turn based)
- Enemy
- Map
 - o Triggers
- Combat AI (attacking pattern)
- Combat Targeting
- Pickups
- UI System
- Enemies/Boss
- Player Creation

Environment

- C++
- SDL

Map

- Player traversal
- Set enemy locations
- Boss appear after enemies defeated

Targeting System

- General block
- Enemy specific targets
 - o Head / tail...
- After attack, choose limb to target

Combat

- % base to dodge
- % to hit (based on attack)
- % chance to miss

Pickups

- Insta health

Player Creation

- 15 points
- Start with 1 per stat
- Max of 5 per stat

Enemies

Kwame (Hidden boss)

- o 3 wives
 - Spawn for 1 turn
- o Bad jokes

Attack Pattern

- Bad joke
- Send wives
- Taunt

Defeat

- Taunt bad joke
- Light attack each wife once
- Wives turn on Kwame
- Force him to give you an A

Giant Scorpion

- o Stinger
- o Poison attack with turn (% chance)
- o Claws

Attack Pattern

- Heavy attack
- Nothing
- Defends
- Light attack

Defeat

- Cut off stinger
- Cut off claws
- Taunt

Skeleton Squirrel

- o Regenerates

Attack Pattern

- Light attack
- Light attack
- Heavy attack
- Nothing

Defeat

- Blocking heavy
- Heavy attack

Mutant Turtle

- o Hide in shell (take no light damage)
- o Breaks after 2 heavy attacks

Attack Pattern

- Heavy attack
- Retreats into shell
- Stay in shell
- Light attack

Defeat

- Break shell
- Do damage

Dragon

- o Regenerates head
- o Fire breath
- o Fly (Heavy attack, fly into air, then attack)

Attack Pattern

- Breathe fire
- Fly
- Heavy attack
- Nothing

Defeat

Player

- Build player at start
- Attribute points
- Input name

Attacks

- Light attack
 - o Higher chance to hit
 - o Less damage
- Heavy attack (2 turns)
 - o Lower chance to hit
 - o More damage
- Block
 - o Absorb light attack
 - o Take some damage from heavy
- Taunt
 - o Does nothing


Attributes




- Health
 - o Absorb some damage
- Strength
 - o Increase damage
- Accuracy
 - o Increase chance to hit
- Agility
 - o Increase random chance to dodge

- Simple, do damage
- No point in hitting head

User Stories

January 13, 2014 11:32 AM

We want to be able to fight enemies.  We want each enemy to have combat patterns.
We want to be able to target parts of the enemy.

We want characters to have certain attributes.  They will have targetable parts with separate health/armor.  They will have health that diminishes as they take damage.
They will have strength that increases their damage dealt.  They will have armor that can absorb a certain amount of damage.
They will have agility that increases their chance to dodge.
They will have accuracy that increases their chance to hit.

We want to be able to travel around a map.  We want to be able to interact with objects/enemies.

Class Diagrams

January 20, 2014 9:30 AM

