GAME2011 - RPG

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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
  - 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
  - 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)

- 3 wives
  - Spawn for 1 turn
- 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

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

Attack Pattern

- Heavy attack
- Nothing
- Defends
- Light attack

Defeat

- Cut off stinger
- Cut off claws
- Taunt

Skeleton Squirrel

- Regenerates

Attack Pattern

- Light attack
- Light attack
- Heavy attack
- Nothing

Defeat

- Blocking heavy
- Heavy attack

Dragon

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

Attack Pattern

- Breathe fire
- Fly
- Heavy attack
- Nothing

Defeat

- Simple, do damage
- No point in hitting head

Player

- Build player at start
- Attribute points
- Input name

Attacks

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

Attributes

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

User Stories

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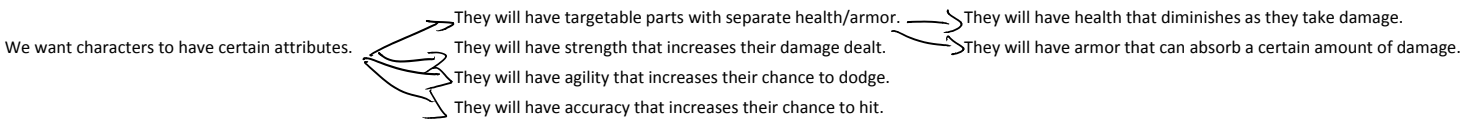

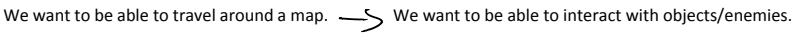

Class Diagrams

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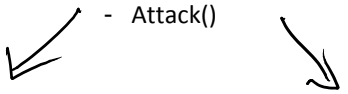
Character

Variables
- Attributes
- Attackable Parts[]

Methods
- TakeDamage()
- Attack()



Player

Enemy

Attributes

Variables
- Accuracy
- Strength
- Agility

Attackable Parts

Variables
- Health
- Armor

Sprints

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First Sprint
Game Discussion and Mechanics
- Team must agree on an overall game choice
- Everyone is to come up with their own idea
- We will look over them and decide what is best
- Possibly combine game designs
- Come up with an overall high concept

Everyone has come together and agreed on a final high concept.
- Text based combat style RPG game
- Pokemon style fighting
- Map traversal (certain enemies marked)
- Final boss to end game

This sprint was completed on time without any issues.
So far the team has worked together very well.

Second Sprint
Priority List Creation
Rendering Engine Choice
UML layout
- Team has decided on using SDL with C++
- Entire team must learn how to use this engine
- Team will work together to define a priority list
- User stories will also be created
- A UML document will be created

A priority list was created.
The team all learned how to use SDL and researched tutorials.
Some user stories were also created.
A UML document was created and general class structures were laid out.

This sprint was also completed on time.
Team is continuing to work well together, although communication outside of class could be better.

Third Sprint
Coding Start
Engine Design
GitHub
- Min will design the overall game engine
- Josh will work on game states
- David will work on the Character
- Cody will work on Attack Behaviours
- Everyone must create a GitHub account
- A repository will be created

A GitHub repository was created and David, Josh, and Min all created accounts and subscribed to it.
Min got a good start on the engine, but still has work to do.
Josh completed the game state coding and design.
David got a lot of work done on the character class.
Cody did not complete any work.

Not all of the sprint was completed on time.
The team is starting to fall apart and is lacking communication outside of class time.
Cody hasn't been communicating with the team and hasn't completed any work.

Fourth Sprint
Coding
- Min will complete the engine
- Min will create tests
- Min will work on the battle state
- Josh will work on the map state
    - The map will load from an xml file
    - This xml file will be generated using Tiled
- David will continue with the Character

Min finished the game engine.
Min finished the tests
Min did a lot in terms of the battle state.
Josh completed most of the map state.
David still needs to work on the Character.

Not all of the work was completed again for this sprint.
I think we are underestimating how much time is needed to complete certain tasks.
Communication was much better over this sprint.
We are happy with what we have completed so far.