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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
- Мар
  - Triggers
- Combat AI (attacking pattern)
- Combat Targeting
- Pickups
- UI System
- Enemies/Boss
- Player Creation

#### **Environment**

- C++
- SDL

# Мар

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

#### **Targeting System**

- General block
- Enemy specific targetsHead / 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**

- Stinger
- 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

 $\circ \ \ Regenerates$ 

# **Attack Pattern**

- Light attack
- Light attack
- Heavy attack
- Nothing

# Defeat

- Blocking heavy
- Heavy attack

#### **Mutant Turtle**

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

# Attack Pattern

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

# Defeat

- Break shell
- Do damage

#### Dragon

- $\circ \ \ \text{Regenerates head}$
- o Fire breath
- 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
  - Less damage
- Heavy attack (2 turns)
  - Lower chance to hit
- More damageBlock
  - o Absorb light attack
  - Take some damage from heavy
- Taunt
  - Does nothing

#### **Attributes**

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

- Simple, do damage
- No point in hitting head

# **User Stories**

January 13, 2014 11:32 AM

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

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.

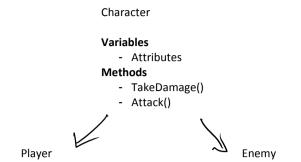
They will have armor that can absorb a certain amount of damage.

They will have agility that increases their chance to dodge.

They will have accuracy that increases their chance to hit.

# Class Diagrams

January 20, 2014 9:30 AM



# Attributes

#### Variab

# Variables

- Attackable Parts[]
- Accuracy
- Strength
- Agility

# Variables

HealthArmor

Attackable Parts