

Auto_RPG

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- **Description:**

Auto RPG is an innovative RPG that merges the excitement of fantasy adventure with the convenience of auto-fighting mechanics. Set in a vast, ever-expanding universe, players embark on a journey through mystical lands, dark dungeons, and ancient ruins. The core gameplay revolves around automatically engaging in battles with a wide array of random enemies, from mythical beasts to legendary warriors, each encounter uniquely generated to ensure a fresh experience every time.

- **Business Requirements**

Nouns, Verbs:

1. Design the game primarily for single-player experiences, with content and challenges that do not require real-time interaction with other players.
2. Player may get to choose their **character's profession**
3. Different professions have different initial **health point** and **damage rate**
4. Player may **create** a new character every time they access the page
5. Characters have features like **names**, **health**, etc. and could be equipped with items like **weapons**, **armors**, etc.
6. Each weapon is unique and has its own damage rate
7. Each armor is unique and has its own damage block rate
8. Characters will **die** when their health reduce to zero
9. Players get to **change** their characters' weapons and armors any time during the game
10. Include content like **dungeons** and **enemies**.
11. Players may **fight** against enemies, **loot** **enemies' belongings**
12. Players get to stay on the **main page** the entire time

Nouns:

Character's profession

Health

Damage rate

Damage block rate

Names

Weapons

Armors

Enemies
Enemies' belongings
Map
Main Page

Verbs:

Create
Change
Die
Fight
Loot

- Character
 - name
 - health
 - damage rate
 - features
 - die
 - create
 - loot
 - explore
 - fight
 - change
 - move
- Enemies
 - name
 - health
 - belongings
 - features
 - die
 - fight
- Main Page
- Weapon
 - damage rate
- Armor
 - damage block rate

- **Identify users:**

People who love playing rpg games and do not have time for full scale triple A games like witcher, baldur's gate 3, etc.

- **Identify the dimensions that classify them. Rank the dimensions and choose the two more important**

People with high education degrees vs People with no education background

Tech industry workers vs Non Tech industry workers

Old People vs Young People

Single vs Married

Extrovert vs Introvert

PC players vs Console players

RPG enthusiasts vs Regular game players

1. RPG enthusiasts vs Regular game players

2. PC players vs Console players

3. Old People vs Young People

4. Single vs Married

5. People with high education degrees vs People with no education background

6. Tech industry workers vs Non Tech industry workers

- **Create four user personas. Define their details, provide their name, back stories, scenarios, reasons to use the app.**



- **Extend the verbs into full user stories with fully descriptive sentences that will represent the app's features. Each user story must list it's user and its action.**
 - **Create:** As a casual gamer named Adam, I want the ability to create and personalize my character easily when I start playing the RPG game, so that I can quickly dive into the game with a character that reflects my style and preferences.
 - **Change:** As a regular gamer who values personal expression in gaming named Jennifer, I want the option to change my character's name in the RPG game after I've started playing, so that I can adapt my character's identity as my interaction with the game evolves or as I come up with more fitting names.
 - **Die:** As a casual gamer deeply engaged in the progression of my character named Alex, I want a clear and impactful experience when my character's health reaches zero and they die in the game, ensuring that the event is significant but not overly penalizing. This makes me more immersed into the character.
 - **Fight:** As a RPG enthusiast named Thomas, I want my character to engage in combat with enemies in a way that is both intuitive and strategically deep, so that I can enjoy the thrill of battle while also exercising my problem-solving skills.

- **Loot:** As a RPG enthusiast who enjoys the excitement of discovery and reward named Martin, I want the ability for my character to loot enemies' belongings after defeating them in combat, so that I can obtain useful items, in-game currency, and rare artifacts that enhance my gameplay experience.

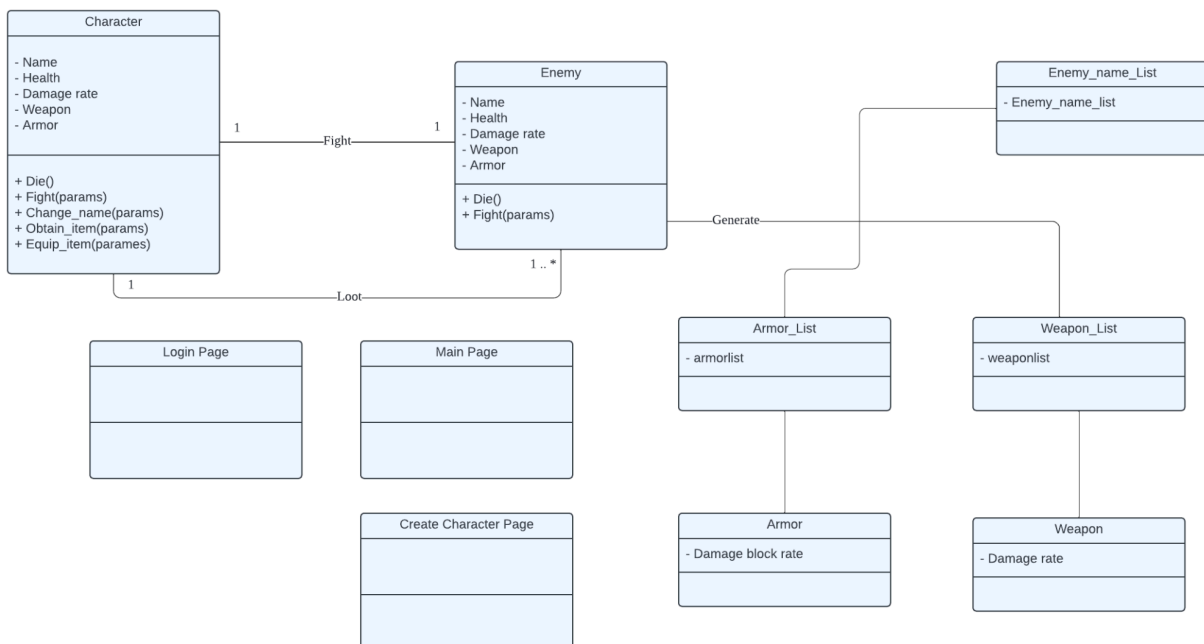
- **Rules:**

1. Defeated enemies drop loot, including equipment that can be used to enhance characters' abilities. Equipment varies in rarity and power, and players can equip their characters to optimize their battle capabilities.
2. Weapons and armors must be kept on characters or enemies
3. The game continues to progress even when the player is not actively playing. Heroes will continue to fight, earn experience, and collect loot, ensuring players can return to advancements and new resources.

- **Challenge Questions:**

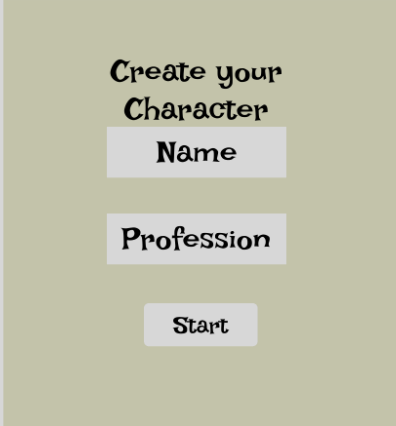
1. How many classes are enough for the game play
2. How to distinguish different classes
3. How do we save the progress of the game
4. How can we implement character dying (Should we include death penalty)

- **Build a UML Class diagram, listing the classes, attributes, methods and associations (regular associations, inheritances and aggregations) that you identified**



- **Build low fidelity interface mockups for the main interfaces for the app. Use notes to describe interactions, restrictions, etc (e.g. this create user button will enable only when**

the user completes the whole form, and will take you to the user profile page). These can be early mockups, don't overthink them



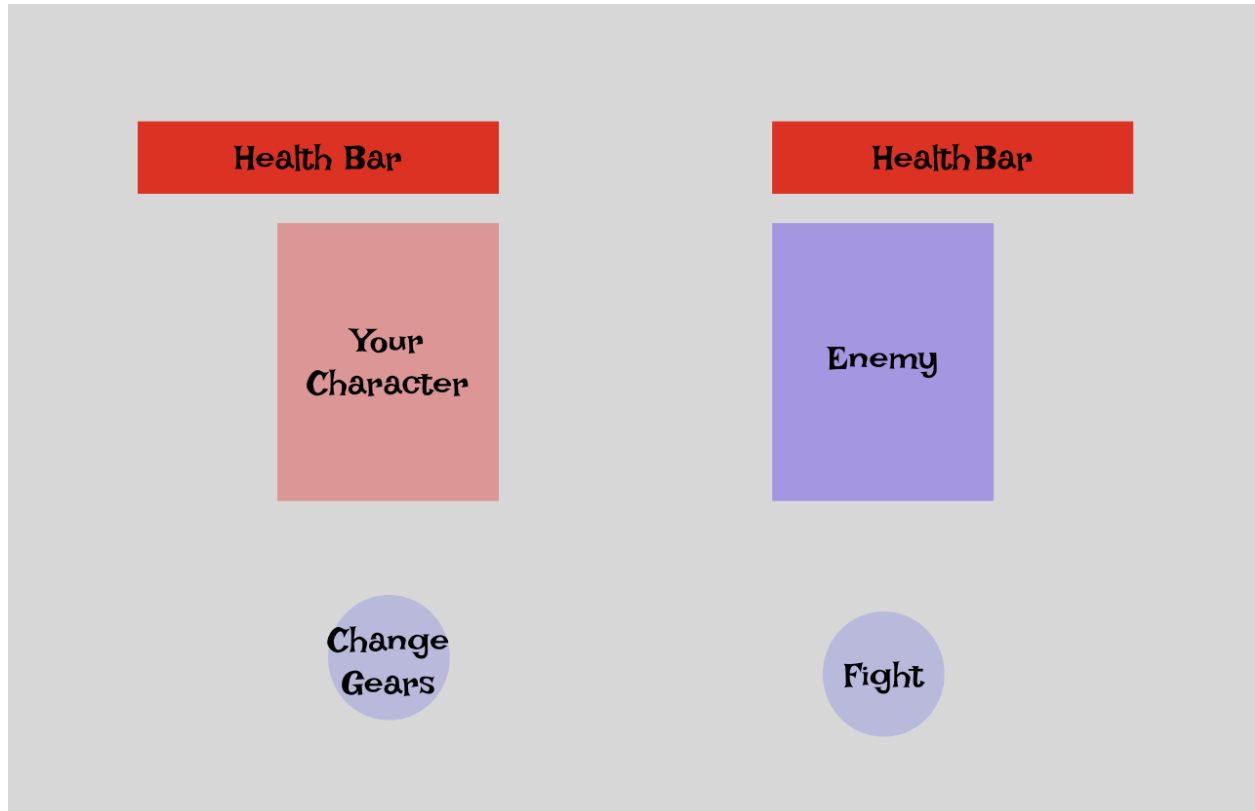
Create your
Character

Name

Profession

Start

This is the starting page of the game. Players may enter their characters' names and choose their characters' professions in this page. After they complete both fields, a profile will be automatically generated after clicking on start. If the players are not satisfied with their character, they may use the random button to get a random character from scratch. Eventually, the play will hit the start button to begin the game.



This is a normal combat scene of the game, the player's character will be on the left vs enemy on the right. Health bars of both figures will be shown on the top. Two buttons of Change Gears and Fight will always be shown on the bottom of the screen.