Project Name: Set In Stone

Team Name: Team Indecisive

Team Ambassador: Cameron Davis

# **What do we want to build?**

Browser game using Phaser JS Library

# **How do we want to build it?**

Front end only, browser based game built in the canvas object.

2D top-down, fog of war, combat, pixel art, medieval dungeon crawler, discoverable gear for upgrades

# **User Stories for a Game**

* As a user I’d like to be able to boot the game from the browser easily
* As a user I’d like to have pixel art to look at
* As a user I’d like to know my location (from a top down view)
* As a user I’d like to be able to control the main character
* As a user I’d like to engage in combat with a variety of enemies
* As a user I’d like to know my health bar/status
* As a user I’d like to be able to win or lose
* As a user I’d like to be lost in the fog of war

**Stretch goals:**

* As a user I’d like to discover items that buff me
* As a user I’d like to play multiple levels
* As a user I’d like to light torches to increase vision
* As a user I’d like to collect currency and use it at an upgrade shop