Tobcurpugs

Requirements Document

Project Description:

The Tobcurpugs system is a turn-based RPG combat simulator aimed at young kids to teenagers. The goal of this system is to simulate turn based combat with full control by the user. This consists of simulated combat with two teams going against each other, one after another. Characters can use various abilities to various effects in battle, as well as hold equipment and change it during a battle. Tobcurpugs should have the ability to generate custom battles or random ones as per the users request. It will also save the progress of the user and their characters at certain intervals.

Title	User Story	Priority	Notes
Customizable Battles	As a user, I want to be able to customize the battle with certain parameters. These include enemy type, enemy number, playing unit amount, play unit class.	High	May require some type of Visible interface, need to look into GUI later
Inventory	I want to be able to customize the inventory of my party from a selection of items	Medium	
Turn Based Combat	Units should have a speed associated with them. To this end, Units should have a turn order in which they attack. I want to be able to see this attack list beforehand	High	Add a speed modifier to each enemy. Create an array to cycle through.
Customize Units	As a user, I want to be able to Customize my party's weapons and stats, or have them randomly generate and benefit from level ups	High	
Random Encounters	Battles shouldn't always be customizable; User's should have the option to generate a random encounter that scales to the player's level	High	
Visuals	Playing with text gets difficult to keep track of. Users should be able to see what they are doing with Sprites and backgrounds as opposed to just menus	Low	Only Add in once EVERYTHING is working
Combat Mechanics	Battle should have more than just attack with fixed damage. The Combat system should have calculations to do based on the stats of each character. Each character should have a variable chance to hit along with damage scaling with certain stats. Mana and different kinds of attacks with varying bonuses are required.	High	
Leveling System	Users should be able to advance their characters so they do not remain stagnant. As a unit goes through more and more battles, they should become	Medium	Implement after character system has been created.

	stronger and gain access to new abilities.		
Save On exit	As a user, I don't want to start from 0 every time the game is loaded. I want to have my characters stored and loaded the next time I load the game	Medium	

Non-Functional Requirements

Title	Description	Priority	Notes
Fun to play	The program is designed to be a game and as such should be fun to play. We will try to maximise player enjoyment through various means	High	
Smooth Gameplay	The gameplay should not be static, smooth menu selection and fast turn based combat will help enhance the overall experience	Medium	
Understandable	While the game should be complex in its mechanics, it should be easy to understand in its explanation. Players should have an easy time picking up and playing the game without a significant amount of time investment.	Medium	