

Tobcrpugs

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Group 11

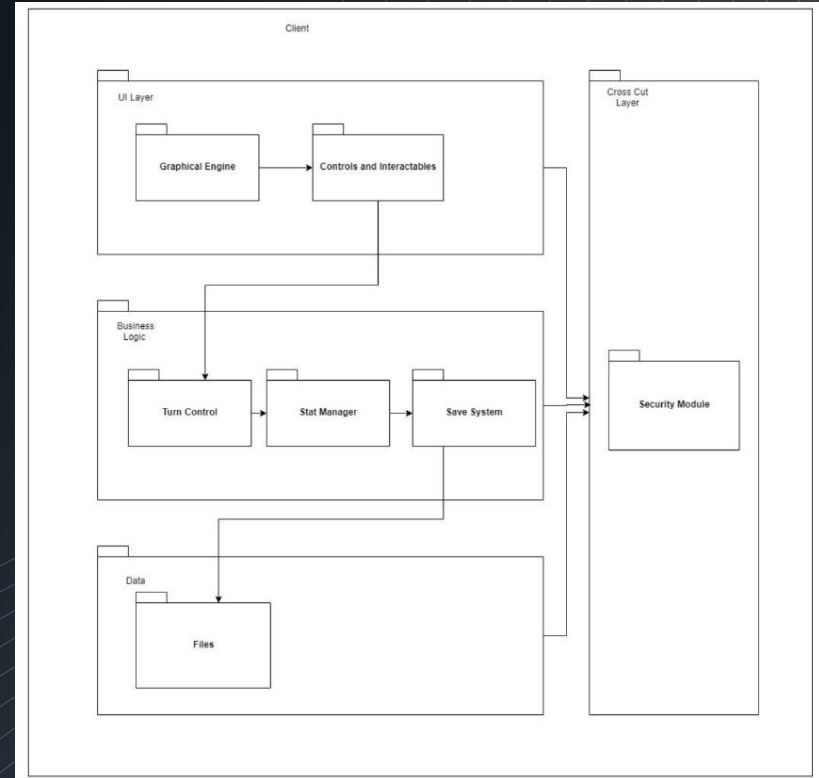
Project Description

Key Features:

- Customizable battles
- Inventory
- Evolving combat mechanics
- Saves

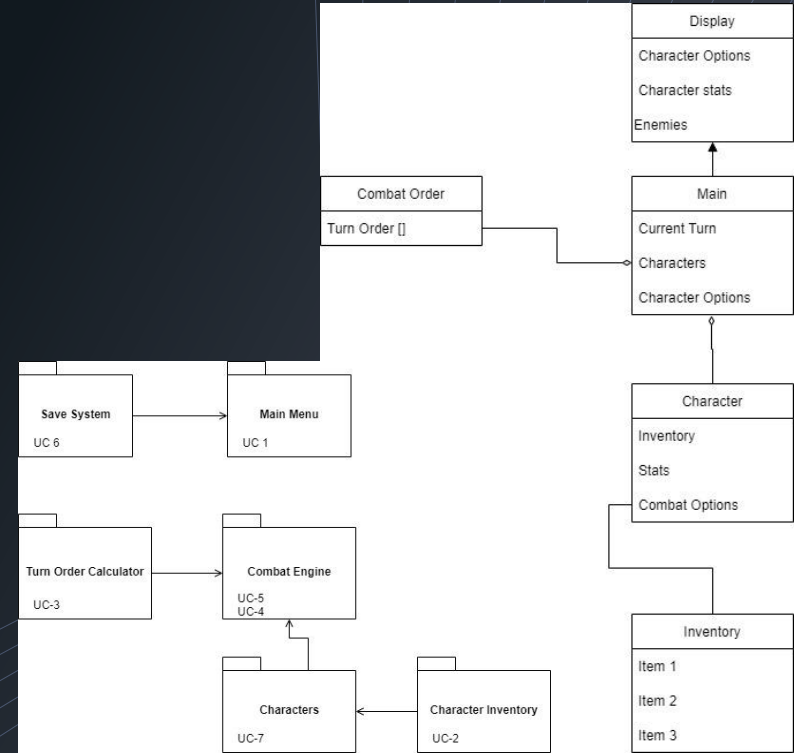
Outcomes of Iteration 1

- Drivers
 - Focus on Performance: QA-2, QA-3 and QA-5
 - Limit the load: CON-1, CON-2
- Design Decisions
 - Rich Client Application
 - Layered Structure



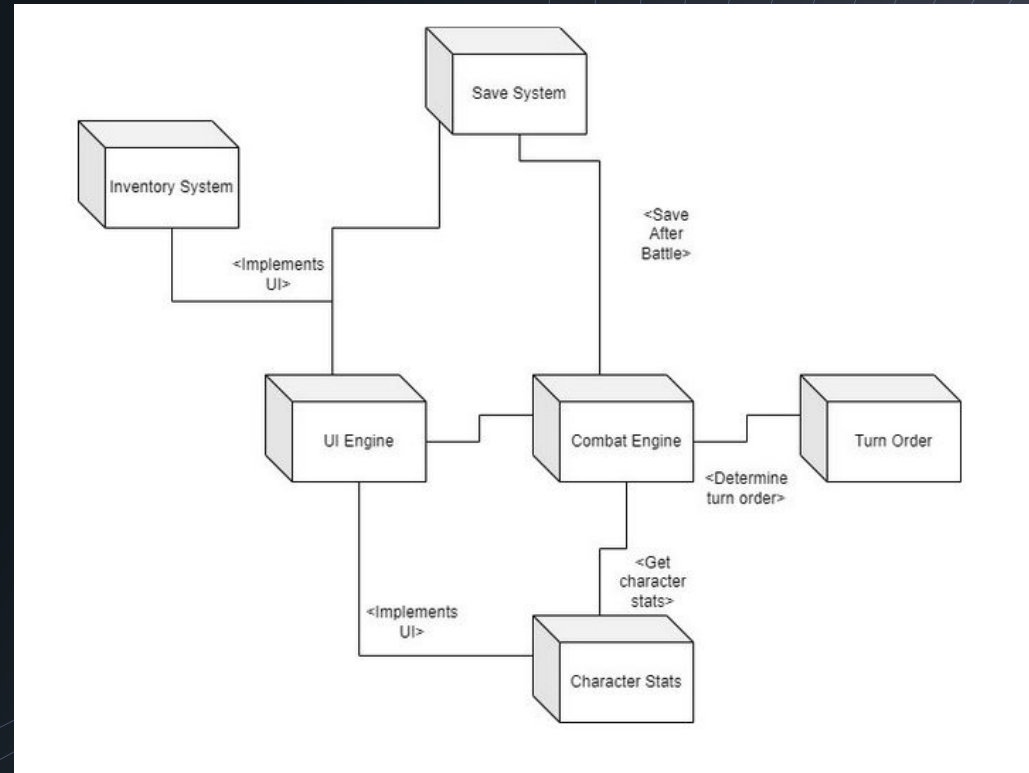
Outcomes of Iteration 2

- Focused On UC-1, UC-2 and UC-5
- The Elements we refined were related to combat and its mechanics
- Design Concepts Chosen
- Design Decisions with Rationale and Assumptions



Outcomes of Iteration 3

- Focus on QA-1, QA-2, QA-3 and QA-6
- Implementation of auto-save and improvement to UI



Thank you for
listening

An abstract geometric pattern consisting of numerous thin, light blue lines that originate from a single point on the right edge and fan out towards the left, creating a sense of depth and movement. The lines are arranged in a way that they appear to be part of a larger, curved surface, possibly a sphere or a cone, viewed from an angle. The background is a solid dark blue.