**AARG – Aarg, a RogueLike!**

**Software requirements specification document**

**Program goal:** An ASCII based “roguelite” roguelike game in which the player controls a fantasy character (akin to Dungeons and Dragons or other RPG games) and dungeon crawls through a randomly generated dungeon looking for treasure, slaying monsters, and eventually slaying a boss monster at the end of the level.

**Design goal:** A “roguelite” experience which is quick and easy to jump into, with relatively quick turns, rewarding combat, and exciting loot. Want an action-RPG feel like Diablo with character classes, skill trees, and treasures that can enhance the Player’s abilities to allow the creation of unique “builds” while at the same time retaining some level of “depth” that nethack or DnD or tabletop rpgs can have.

**Basic requirements:**

- ASCII graphics system

- keyboard controls

- a player character class (PChar)

- a GameData class which manages all the internal game data, including PChar, level details, npc and enemy details, scoring, time clock, etc.

- a class hierarchy for GameCharacters from which PChar, NPCS, and enemies inherit from which handles intrinsic GmeCharacter data such as map position, move speed, ASCII icon and color pair, health, level, update() method, metabolism, etc. (to be defined thoroughly later)

- a basic game loop that keeps time and iterates on each GameCharacter currently loaded in GameData as their turn queue is reached

- commands (methods / functions) by which the GameCharacters can interact with the environment and which can be mapped to controls for the Player to use

- a class hierarchy for Items

- a Map data structure which handles Tiles and tracking what GameCharacters or Items exist at a given Tile

- saving and loading

**Long term goals:**

* Unique/legendary treasures
* Unique sub-bosses that can be randomly found in levels
* Different “campaigns” that can be chosen which modify what levels are generated, what kinds of monsters are fought, what kind of final boss.

1. A search for a dragon in the depths of a cave

2. A quest to slay a necromancer that has kidnapped a princess and dived into the depths of the catacombs beneath a castle

3. A dive into an Orc stronghold against an army of Orcs led by a great Orcish warlord and Orc Wizard

- Multiple classes with unique skill trees and playstyles and equipment

- Multiple races with unique benefits and drawbacks

- Multiple deities that can be worshipped (only one at a time) with unique influences on gameplay

- NPC/Enemy AI which leads to interesting / rewarding / challenging interactions with the game world or conflicts with the PChar

- Ghosts of previous slain PChars appearing as sub-bosses

- Nemesis-esque system where normal Enemies that slay a PChar become a randomly generated sub-boss to appear in the world for future PChars to fight and kill

**Ideas:**

**Classes:**

Knight – melee and heavy armor based, uses shield for advanced combat, maybe have paladin theme skills

Barbarian – melee, light armor, either dual wielding or two handing and berserk

Slayer – melee class which aims at “trophy killing” impressive monsters like uniques to gain power

Ranger – ranged weapon and melee weapon mix

Hunter – ranged weaponry focus

Wizard – various magic

Warlock (m) / Witch (f) – magic centered around curses (debuffs and crowd control) and direct damage destructive spells

Necromancer – magic centered around controlling undead minions, cursing / poisoning / bleeding enemies, and various “life and death” spells