EC327 PROJECT OUTLINE:

Week of 11/27/22:

* Everyone should have a decent understanding of GMLand its structure by the weekend. Should have rough ideas of how we will begin to create the program and should add any additional ideas or features to the outline doc.
* Begin to break down the code into different sections similar to PA3 and assign people to work on each part (2 per part so everyone can bounce ideas off of each other). Larger more complicated sections we may try to have everyone work on.
* By the end of the week we should aim to have checkpoints 1 and 2 done and have started working on 3
* Let's try to meet at least twice this week in order to work on problems together and sort out any potential problems and readjust goals.

Week of 12/4/22:

* Aim to meet at least three times this week to begin writing and integrating the different sections of code.
* By the end of this week we should have at minimum a prototype game where all the basic mechanics work such as movement, the map layout, very basic combat, and win/lose conditions.
* Checkpoints 3 and 4 should be completed and possibly start working on 5.
* General debugging and play testing should be occurring all throughout this week so we can address and be aware of any possible problems we may have or encounter.

Checkpoint 1 Movement: Goal 12/2

* A basic map should be created by this point with a start room and a final room along with x amount of basic rooms in between.
* The player should be created at this point. They should be capable of movement and responsive to player input
* Movement and map layout should be achieved by this point. The player should be able to navigate the map with no issues. No clipping, no softlocking, etc.

Checkpoint 2 Basic Combat: Goal: 12/5

* At this stage the player should be able to interact and “battle” monsters. The player should take x amount of damage from the encounter.
* This initial combat will be similar to that of PA3 where when a player encounters an enemy they will “battle” the battle will take one turn where the player just takes damage.
* The player should also be able to deal an x amount of damage though at this phase it may be easiest if the enemies all die in one hit.
* (easiest way to implement random enemies each time would be a static random enemy function with the seed set within that static function, each compilation results in different enemies)

Checkpoint 3 Items: Goal: 12/7

* Begin to add the basic items such as upgrades and potions
* First upgrade to add should be the damage upgrade followed by the health upgrade, the rest can be added in checkpoint 6
* Player should be able to obtain a permanent boost to their stats making the combat easier for the player
* Potions will be added to recover the players health for an x amount.

Checkpoint 4 Win/Lose: Goal: 12/9

* The win/lose conditions will be added to the game so at this point the game will essentially be in beta. All basic features are added there is a start and end to the game and is playable.
* This is our baseline goal that we should achieve by the due date.
* The win condition is as follows: When the player reaches the final room they will have won and the game should prompt them to quit or play again.
* The lose condition is as follows: The player has run out of health and cannot continue the game will then end and prompt the player to quit or play again.
* We may want to add some dialogue to make the game interesting and a little more in-depth but this can be pushed back depending on progress.

Checkpoint 5 Advanced Combat: Goal: 12/11

* The different levels of enemies will be added each with different stats.
* This is when we will add the “Final boss” that the player must defeat in order to win the game
* Player combat will also be fully developed in this version with the player being able to attack, block, crit, and dodge.
* This is when we should focus on the enemy combat AI and how they will attack, crit, dodge, and block.

Checkpoint 6 Additional Features: If Time allows

* Here we will add the entire collection of items such as coins, keys, and additional upgrades such as luck and agility.
* The shop and currency system will be established where the shop spawns in random room of the map and the player should be able to obtain money either by finding it or killing enemies
* A key can be added to the game that is needed in order to unlock the final boss room. This will push the player to explore the whole dungeon rather than just rushing to the boss from the start.

Meeting 11/29/22 Objectives:

* Everyone gets a basic understanding of GML and confirm this is what we want to use and if our project is possible using it.
* Brainstorm the structure of the code, any possible areas of issue, what areas to focus on.
* Revise our goals and timeline and make any changes before beginning.
* Start dividing up the work
* Plan out deadlines and future meetings
* Begin working on code