Team 27 Project Charter
BoilerJourney

Team Members:
Colin Flynn, Zander Carpenter, Shubhaang Agarwal, Edward Kelley, Kashvi Sahjwani, Charlie Zhang

Problem Statement:
Many current or incoming students at Purdue University need help discovering what the school has to offer. This can range from meeting new people to learning about places on or near campus, or just understanding the culture. Some sites are available but their information is spread out and sometimes difficult to find. We plan to make a role-playing game to help solve these issues. In this game, users will be able to experience life on campus at Purdue through tasks and missions, as well as have the opportunity to interact with other students/players to make new connections.

Project Objectives:
- Generate a 2D detailed representation of Purdue's campus with important locations relating to education and entertainment
- Implement map changes based on time of year or semester
- Create a system to gain experience for completing in-game tasks
- Create a leaderboard displaying player's experience levels to increase competitiveness
- Implement the ability for users to level up to different grade levels
- Include a social hub at PMU to allow users to interact with one another while in the game

Stakeholders:
Users: Common users may include current or potential students at Purdue University looking for entertainment or information about the campus.
Developers: Colin Flynn, Zander Carpenter, Shubhaang Agarwal, Edward Kelley, Kashvi Sahjwani, Charlie Zhang
Project Manager: Krish Dhasmana
Project Owners: Colin Flynn, Zander Carpenter, Shubhaang Agarwal, Edward Kelley, Kashvi Sahjwani, Charlie Zhang

Project Deliverables:
- A Godot engine front-end 2D map that represents Purdue's campus and some surrounding areas
- A GDScript back-end to control the game logic and networking used for the tasks and social interactions
- A messaging system that allows users to connect and interact with each other while in the game

- A leveling system that keeps track of the player's level, experience, and exp threshold to reach the next level
- A leaderboard to keep track of the top players of the game experience levels from completing missions
- A dialogue system that allows users to interact with NPCs and accept available side quests.