## The ScrumMaster

### Group: AoL

## High Concept

The game has overhead exploration sections with side scrolling dungeons levels. The player will fight enemies and bosses in the dungeons and communicate with and discover the overworld characters and scenes.

## Features

* The point of view is overhead while exploring the map and while the player is inside a building.
* Ability to talk and interact with Non Player Characters.
* Ability to carry items and use them in the game story.
* Side view dungeons with enemies and a final boss.

## Player Motivation

The player travels around a university campus looking for the members of their development team to hold a scrum meeting. The members can be found at the end of dungeons full of enemies and a boss. The player fights with a sword and after rescuing all other members the final dungeon is open to rescue the scrum master.

## Genre

Overhead role playing with side view fighting.

## Target Customer

Fans of SNES/Genesis era Role Playing Games.

## Competition

Many other small indie games available for download.

## Unique Selling Points

* Movement between overhead role playing adventure and side view action
* A Unique story
* Educational

## Target Hardware

Windows, other ports such as Play Station Vita possible.

## Design Goals

**Appearance:** The game is set in a university campus and the game areas should portray that.

**Modes:** The game has a slower pace over head role playing section. Then during the dungeon sections it picks up to a fighting game.

## Characters

**Lady Java:** The protagonist that the player controls. She wants to find all her team member and scrum master to hold a scrum meeting. She still has a lot to learn about scum and how it works, but she will learn during her adventure.

**Team Members:** Three members of the team that must be rescued by the player. Their names: **Tech-Man, See Hash** and **The Oracle.**

**The Scrum Master:** He is the last character to rescue; he will teach the player an important lesson about scrum.

**Campus NPC:** Non Player Characters around the world map that offer clues, help, items, information and non necessary information.

Examples photos (not final product).

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| Example of Top View | Example of Side View |

**Describe Scope**

Overworld (Qty: 1): Top view map that the character can freely walk around. The map contains buildings that can be entered and Non Player Characters to talk to.

Buildings (Qty: 6 – 12): The buildings appear on the overworld small but once entered are much larger inside. People can be talked to and dungeons can be accessed in the buildings.

Dungeons (Qty: 4): A side view area containing enemies, a boss and a team member that must be rescued by the end of the game.

Enemies (Types: 12 – 20 ; Qty: 100+): Enemies lurk in the dungeons. Some have set patterns others charge the player. They are very simple and can be killed by the sword.

Boss (Qty: 4): The boss is the final enemy in a dungeon before it is won. There is one boss per a dungeon. The bosses take many hits with the sword to kill and move in a hard to hit pattern.

Player (Qty: 1): The main character has a sword and explorers her university campus, fights though dungeons and rescues team members.

Team Members (Qty: 3): One at the end of each dungeons, they must be rescued.

The Scrum Master (Qty: 1): Must be rescued like a team member to win the game.

Non Player Character (Qty: 10 – 30): These players can be talked to and offer clues as to where the dungeons are and what must be done before they can be entered.