Feasibility Study

The Group:

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The Client:

RPG fans

The Task to be Undertaken:

The project is to develop a 2D, top-down RPG similar to older games such as Final Fantasy VI and Legend of Zelda. The player will control a single character who journeys back to their home kingdom in an attempt to correct a mistake they made ten years ago. Along the way, they will gain access to stronger weapons and armor, as well as special magical orbs known that bubbles that can confer great power on their wielders.

Designing the game will consist of four main parts: creating and implementing a variety of maps for the player to explore, integrating the story in to the world, and the creation of both a battle and inventory system.

Benefits:

Everyone likes a good 2D RPG, and by using open-source assets we leave us the possibility of selling the game at some point in the future.

Preliminary Requirements Analysis:

Technical Requirements – Feasibility:

Scope:

Suggested Deliverables:

Management:

Technical:

Walk-Through:

Software Development Process:

Outline Plan:

Visibility Plan:

Business Considerations:

Risk Analysis:

Conclusion:

Load in map files from Tiled

Use Python for scripts

Inventory system drop, pick up, sort, etc vector

Shops

Collision detection, knows where character can and cannot go

Story and cutscenes

GUI

Compiles on Windows, Linux, and Mac

Subclass for scripts, NPCs, UI, enemies, etc