Release Plan
Call Of Adventure

<u>Team</u>
James Iwamasa (PO)
Nickolas Bayt
Julius Mazer
Shirley Huang
Kenneth Bendo
Majid Reza Barghi

<u>High level goals</u>
- Basic features playable with a small number of quests.
- Quests are embedded rpg-esque fights.
- Users can post their own quests to gain resources to craft their own items.

<u>User Stories Organized by Category</u>

<u>Core features</u>
- User can create an account that represents their character to keep track of their items, current equipment, gold, and other records.
- User can customize their character to distinguish them from other characters.
- User can take quests to get items and gold to further improve their character.
- User can buy items/equipment with gold to improve their character so that they can take on more difficult/different kinds of quests.
- User can hire other players to help them on quests so that they can take on more difficult quests.
- Different kinds of equipment give the user advantages (and perhaps disadvantages) depending on the quest they're going on, forcing the user to think about how to equip their character and which characters to hire.

<u>Hiring</u>
- User can hire other users' characters to aid them in their quest.
- Can form a party that persists through session. Separate page.
- Must pay them, they can set how much they get payed. (Percent of quest gold or flat rate?)

<u>Quests</u>
- Quests are played out as mini-games to make the game more active (what kind of minigame? RPG-esque turn based battle? Puzzle? Choose your own adventure style?).
    a. OR mini-games are used minimally to help out the user if they aren't well equipped enough for the quest (if not enough time to make the whole quest a minigame).

b. OR quests simply happen in the background, and the only strategy is in choosing the correct equipment (if not enough time for anything).
- Dying in a quest is penalized (how?) to encourage trying to finish the quest in the first place, rather than just trying quests randomly. But the penalty shouldn't be so steep that the player is discouraged from taking risks.
  a. OR quests are limited only in availability. That is, a quest may only be available for a limited time, so that the user can't mess around or try to brute force it, and need to take the opportunity.

"Special Resource" (What to name?)
- Users can post their own quests to get special resources to perform special actions that cannot be done with gold.
- Users can use special resources to build customized equipment to tailor to their specific niches and needs. Normally, there is only a fixed set of items (a "wooden bow" is always a "wooden bow" and the stats are always the same) bought with gold in the store.
- Users can build a castle with special resources (to do what? Bragging rights?).

Utility
- Characters can have multiple loadouts to allow people hiring them to have more options.
- Users can message each other to synchronize equipment loadouts or to simply socialize.
- Users can trade items between each other to improve their loadouts.
- Users can post on talk forums to discuss various topics (quests/equipment/etc).
- Users can see their ranking in terms of number of quests take, total gold, etc, to encourage trying to "progress" through the game.
- Some kind of reviews system for characters(written by players who worked with them)