Project Release Plan

Baskin Engineering
UC SANTA CRUZ

Call Of Adventure
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Team CoA

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Project Release Plan

Call Of Adventure

- A web based game where users go on quests to get gold and loot.
- Users can hire other users' characters to help them out for harder quests

Sprint 1

Goal: Set up the basic website elements and some basic design elements.

- The user can create an account to keep track of their character and items.

- The user can go on quests to gain money and loot.

- The user can hire other users' characters to help them on quests.

- The user can purchase and equip items to improve their character's performance.

Sprint 2

Goal: Make the questing experience more active and interesting.

- Starting a quest opens up an embedded rpg-battle to make the questing experience more active and challenging.

- The game receives data from the database of users to represent the equipment of the characters involved.

Sprint 3

Goal: Polish the design elements.

- Users can post their own quests, paying other adventurers to bring them "special resources" that can't be gained otherwise.

- Users can use "special resources" to craft customized items that can't be bought normally to better specialize their character for certain kinds of quests.

- Users can trade items between each other to share crafted (or normal) items and help each other do quests that require a lot of specialization.

Basic Game Flow

- Buying items
- Crafting items
- Trading items

- Hiring other users
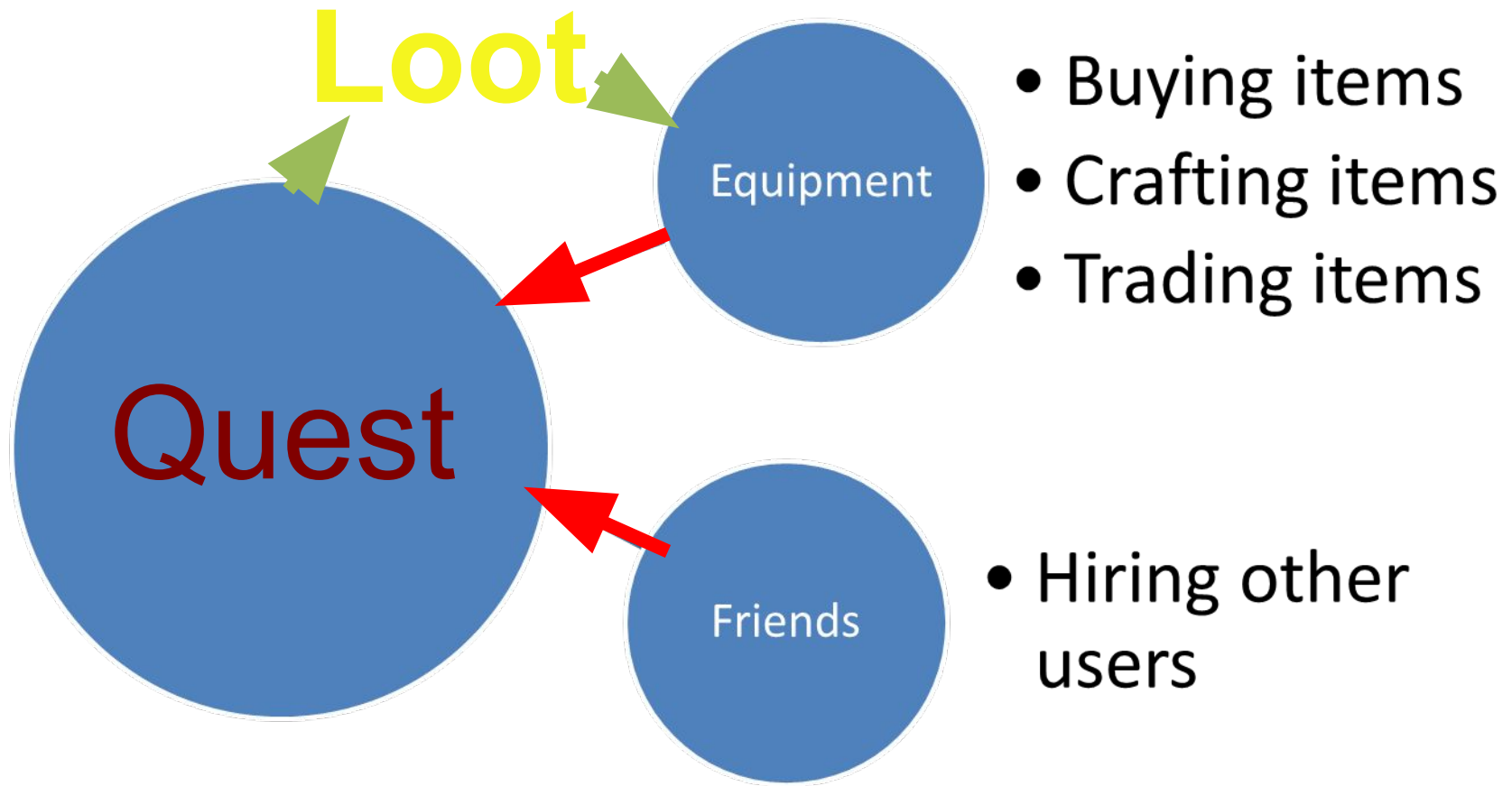
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Challenge 1: Lack of web app experience.

Challenge 2: Games are naturally physical asset heavy.

Challenge 3: Game design complexity (balancing).

Challenge 4: Communication between web databases and embedded game application.

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Technology 1: web2py as basic framework

Technology 2: HTML5, Javascript, and Python.

Technology 3: Unity (C#).

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Questions/Comments?