Release Plan

Call Of Adventure

Team

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High level goals

* 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.

User Stories Organized by Category

Core features

* 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.

Hiring

* 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?)

Quests

* Quests are played out as rpg turn-based battles to make the game more active.
* Quests are posted on the quests page in a way that they somewhat match the user’s power level so that the game keeps a stable difficulty.

“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.
* Users can write ‘reviews’ about each other to let others know how they perform (mostly just for fun, not really effective).
* Users can sell their own items publicly in the store to get rid of items they don’t want and make extra gold (replaces trading?).