

Sprint 2 Planning Documentation

Documentation for *AstroBeasts* by Team Russian Blue for CMSC447

1.1 Purpose of The Document

The purpose of this document is to highlight the planning process for Team Russian Blue's Sprint 2. It will list new files and folders created, goals achieved, and any works in progress.

1.2 Objective Of The Sprint

The objective of this sprint is to write code for the majority of the game *AstroBeasts*. The group is focusing on the following goals:

- Create and manage required databases
- Create the game's start menu
- Create the game's player menu (The Hub)
- Work on combat mechanics
- Work on game graphics, UI, and Music

2.1 Database Creation & Management

- How is data saved in the game?
 - The game is powered by Phaser's built-in feature: a game registry. This registry allows for the creation and updating of global variables that can be used throughout any scene in the game. Important variables from the registry (player name, inventory, current levels) will be saved and stored in the database.
 - Initialization
 - Saving a save slot
 - When saving,
 - Loading a save slot
- Init.py, models.py, routes.py, main.py

2.2 Start Menu

New Game, Load Game, Options, Exit

- New Game (newgame.js)
 - Scene 1 - Display an introductory scene that explains the game's basic premise using text.
 - Scene 2- Ask for the player's name. This includes input validation so the player cannot continue without entering at least one character.

- Scene 3 - Displays the two starter AstroBeasts for the user and their stats. All other AstroBeasts need to be bought.
- Scene 4 - Tutorial. Ask the user if they'd like a tutorial. If not, go to the Hub scene. If yes, begin the tutorial. (Tutorial is on hold until the rest of the game is built).
- Load Game
- Load Save Slot
 - It goes directly to the Hub
- Options Menu
- High Scores
- Credits

2.3 Player Menu - The Hub

- Inventory (inventory.js)
 - Displays all items, AstroBeasts, and moves in the user's inventory. Here is also where they can equip/unequip for battle.
- Shop (shop.js)
 - Items, Moves list, Astrobeasts
- Dojo
- Tournament
- Save (save.js)
- Save & Quit

2.4 Combat Mechanics

- HUD
 - HP, Stats, etc.
 - Ally Astrobeasts and Enemy Astrobeasts
- Combat UI
 - Fight, Item, Scan, Flee
- Game Mode: Dojo
 - Randomizes Astrobeast enemies, drops XP and Credits upon win
- Game Mode: Tournament
 - Assign opponents with a randomized Astrobeast roster

2.5 Game Mechanics - Progression through Tournament

- Beating a level on Tournament advances the player to the next bracket
- Beating 3rd and final bracket grants the player a win
- Losing in a tournament starts the tournament over from the beginning

- Congratulations screen!

2.6 Game Graphics, UI, and Music

- Visuals - Sprites, Backgrounds, Healthbars,
- Stages
 - Backgrounds
 - Songs