

**Dark Cloud Spiritual Successor**

Vision and Scope document.

Written by Lachlan Richardson.

Bachelor of Games and Virtual Worlds (Programming)

Academy of Interactive Entertainment & Canberra Institute of Technology.

Subject - INFT564 - Virtual World Development

Instructor: Anthony Oakden.

Contents

[Business Requirements 3](#_Toc486582403)

[Background. 3](#_Toc486582404)

[Business Opportunity 3](#_Toc486582405)

[Business Risks 3](#_Toc486582406)

[Vision of the Solution 3](#_Toc486582407)

[Vison Statement 3](#_Toc486582408)

[Major Features 3](#_Toc486582409)

[Assumptions & Dependencies 3](#_Toc486582410)

[Scope and Limitations 4](#_Toc486582411)

[Scope of the Initial Release 4](#_Toc486582412)

[Scope of Subsequent Releases 4](#_Toc486582413)

[Limitations and Exclusions 4](#_Toc486582414)

# 

# Business Requirements

## Background.

A sprititual successor to Level 5’s, Dark Cloud. The player is tasked with navigating procedurally generated dungeons to collect pieces to rebuild the world in which the game takes place. It will use a grid based placement system for the town, and have an advanced weapons upgrade system, similar to the influence. This game will utilise the Nintendo Switch’s Motion controls in varying places in its gameplay, such as the Georama system and Map functions. A multiplayer system is planned, but may be cut from scope if unnecessary or non-viable. It aims to market towards fans of the original game, which was released 17 years ago, and as of yet has had no equivalent title. As well as user of the Nintendo Switch™, which has very little titles available on the console at the moment.

## Business Opportunity

This game aims to address the niche market in the Roguelike/Citybuilding Hybrid genre, and address the open concerns of fans that no similar title has been released. Similarly the project hopes to address the lack of playable titles on the Nintendo Switch™ and give players a greater variety of games to play with.

## Business Risks

Being an indie title, this game has the very real risk of failing in the market and being a flop.

Similarly, the team may not be able to secure appropriate funding later in the project, allowing it to be completed.

# Vision of the Solution

## Vison Statement

The project aims to bring a Roguelike/City Builder hybrid game to the Nintendo Switch™ console. It aims to attract customers by the means of being a game on the brand new console. It also intends to attract customers by appealing to fans of the original game.

## Major Features

* Switch™ motion controls
* Citybuilding Diorama system
* 3D Roguelike dungeon generation.
* Upgradeable Weapon system
* Inventory System
* Realtime battle system in dungeon.

## Assumptions & Dependencies

* Approx. 1/10 of the original Dark Cloud Audience is still interested in a similar title
* Nintendo Switch™ users want JRPG style games.
* By release time there still won’t be many titles on the Nintendo Switch™

# Scope and Limitations

## Scope of the Initial Release

* Full Motion Controls
* Completed Art Assets for all Main Story dungeons
* Completed Art Assets for all Main Story towns
* Completed Characters and NPCs throughout the main Story.

## Scope of Subsequent Releases

* 2 player functionality
* New Dungeons & Towns
* Completed NPCs for new Towns
* New storylines & dialogue
* Potential new playable characters, other characters would need to be removed

## Limitations and Exclusions

* Motion controls may need to be omitted
* Extra dungeons may be unfinished.