

Discord Bot Milestone 1



By C++ Team 3
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Project Description

- Our project is to design an RPG bot for discord
- This includes:
 - a profile showing certain statistics for playable characters.
 - Adventures to go on
 - A combat/looting system
 - A shop where players purchase or make new items to help them on later adventures.
- This bot will designed to be interactive
 - Players can battle one another
 - They can also form alliances

Technology Stack and Tool Chain

Programming language: C++

Technology stack:

- VSCode and Visual Studio for programming
- Node.js for interface
- Git repository for collaboration/information storage
- Discord Developer Portal for in-app development
 - Link: <https://discord.com/developers/applications>



Responsibilities

- Roland - maintainer & base code development
 - Rocco- base code development
 - Lucas- base code development
 - Maggie- base code development
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- Once the base code runs smoothly, more specific individual responsibilities will be assigned

Next Two Milestones

- Milestone 2 - Base Code is functional
 - The Discord Bot responds to basic commands
 - The bare minimum of the RPG can be accessed
- Milestone 3- The Bot is more complex
 - Includes the addition of (potentially)
 - Classes
 - Item Variety
 - RNG
 - Active Encounters
 - Teamwork/Parties
 - More specific details will be figured out/added

Technology/Devices

- Lucas - Dell laptop running Windows 10
 - VS Code
 - PuTTY
 - FileZilla
- Roland - PC running Windows 10
 - VS Code
 - Git CMD
- Rocco - Dell laptop running Windows 10
 - VS Code
- Maggie - HP Laptop running Windows 10
 - VS Code
 - Git Bash

Communication, Plan and Workflow

- Communication is via a group chat on Teams
- Meeting times are Wednesday and Friday at 4:30 pm
- The Team interacts through
 - The github repository
 - <https://github.com/roland199/CS3560-C--group-3.git>
 - Microsoft Teams
 - Discord
- Workflow/plan
 - Most team work is done during the meetings
 - Individual Work is done between meetings