Project Features:

These effects can be put on a player/enemy

Sloth - Timer moves slower

Haste - Allow character to use an extra action per turn

Hyped - Timer moves faster

Damage Copy - Splash enemies with effect, both take the damage of the other

Stun - Character's timer stops, effect ends when hit

Paralysis - Character's timer occasionally stops, and takes minor damage

Blinded - Unable to select enemy to hit, attacks at random target

Sleep - Unbreakable stun, lasts shorter

Characters:

Sword main, (archer main, mage may be in the game, not sure)

Sword main features- high health / med dmg SINGLE/ evasion, taunt - raise damage

Attacks

Sword skill - separate from attack timer

Defend - Cover a player

Buying buffs from stopping point

Randomly chooses 3 meals for each character, each character chooses a meal & gets buffs for that character up until the next stopping point

Kevin: I did some of the Project Plan on the Jira Board and also the wireframes for the Main Menu, the Combat UI, and the Inventory option we plan to implement into the game. Most of my time was spent learning Unity so I was not able to help too much on the actual creation of the UI.https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-018-03/commit/c1eb9d7dff2789d5b7c802d4892b6c66d5ae3995