Mobile games have been moving toward idle gaming where the user can simply watch their character play the game without interacting themselves unless they choose to. The product owner, Angus Mc’Fife, has decided that he would like to jump on this trend and incorporate a bit of nostalgia. As developers have also been making pseudo-retro games by making art assets pixelated, Angus has decided that he’d one-up them all by creating a text-based idle RPG!

## Idle RPG MVP

M1: (1) The Idle RPG will include an Auto-Pilot feature

M2: (1) The Idle RPG will allow the user to take over character interactions

M3: (2) The Idle RPG will have various actions a player character can take when fighting: fight, escape

M3: (2) The Idle RPG will have various enemies for the player to battle

## Requirements (with Priority Weights in parentheses; 1 = highest; 10 = lowest priority):

1. The Idle RPG will include an Auto-Pilot feature
2. The Idle RPG will allow the user to take over character interactions
3. The Idle RPG will allow the user to change the speed the Auto-Pilot makes decisions
4. The Idle RPG will provide a minimal graphical interface within the console
5. The Idle RPG will include multiple classes for the player to pick from
   1. The Idle RPG will provide a menu to select a class
6. The Idle RPG will have different stats and abilities for each class
7. The Idle RPG will have items and consumables to help the player character by increasing stats, healing damage, etc…
8. The Idle RPG will have an in-game currency earned by killing monsters
9. The Idle RPG will have a real-money exchange (RME) currency in which players can use real-world currency to buy special in-game currency used for purchasing exclusive items and power-ups
10. The Idle RPG will have an item shop for spending in-game currencies and RME on various items and power-ups
11. The Idle RPG will have various enemies for the player to battle
    1. Enemies will drop various items to increase the player character effectiveness against other enemies
12. The Idle RPG will allow the player character to level up through experience earned by encountering monsters
    1. Experience will be higher for slaying a monster than successfully escaping.
13. The Idle RPG will assign the player character random stat bonuses upon leveling up
    1. The Idle RPG will give higher priority in random stat bonuses to specific stats depending on class selected
14. The Idle RPG will provide multiple locations for the player character to move to
    1. The Idle RPG will provide forests, dungeons, etc… for players to fight monsters
    2. The Idle RPG will provide a tavern where a player can rest to regain missing hit points

## Constraints for Idle RPG

1. The Idle RPG will have a minimum of 2 classes
2. The Idle RPG will have a minimum of 3 enemies to fight
3. The Idle RPG will only have 4 terrain features to explore
4. The Idle RPG will only launch for Android App store
5. The Idle RPG will only process Samsung Pay
6. The Idle RPG will have 3 weapons to attack with
7. The Idle RPG will have a minimum of 3 items to purchase

## Features outside the scope of Idle RPG

1. **Multiple profiles on a single device**
2. **Online player interaction and gameplay**
3. **Cross platform play**
4. **Vehicles will not be incorporated**