## Document any additions/deletions/changes made to your Week #1 and/or #2 Deliverable Reports but do not submit any of these again:

After reviewing the requirements and the feasibility for the given timeline, we are removing the following from MVP. These will be features added to the backlog and revisited at a later sprint:

UC4) Deposit RME currency

UC8) Item-shop transaction

R16) (8) The Idle RPG will have an Inventory that displays the Characters Items

R4) ( 6 ) The Idle RPG will allow the user to change the speed the Auto-Pilot makes decisions

R5) ( 8 ) The Idle RPG will provide a minimal graphical interface within the console

R6) ( 6 ) The Idle RPG will include multiple classes for the player to pick from

R7) ( 7 ) The Idle RPG will have different stats and abilities for each class

R8) ( 8 ) The Idle RPG will have items and consumables to help the player character by increasing stats, healing damage, etc…

R9) ( 6 ) The Idle RPG will have an in-game currency earned by killing monsters

R10) ( 6 ) 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

R11) ( 6 ) The Idle RPG will have an item shop for spending in-game currencies and RME on various items and power-ups

R15) ( 5 ) The Idle RPG will provide multiple locations for the player character to move to

## Domain Model of MVP/domain:

1. UML Class Diagram:
2. Actor-System Interaction Model of top 3 Use Cases:

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| --- | --- |
| **UC1 - Enable Auto Pilot** | |
| Preconditions: None | |
| Actor: Player | System: IDLE RPG |
|  | 1. System displays autopilot as an option. |
| 1. TUCBW player selects the auto-pilot option | 1. System displays “auto-pilot on” |
| 1. The Player will continue to level up but at a slower rate. | 1. Auto-pilot will disengage automatically when 2. In the Inventory Screen 3. In the Menu Screen |
| 1. TUCCW with choosing either Inventory Screen, Menu Screen, or toggling autopilot. |  |
| Postcondition: The System will print “auto-pilot disengaged” | |

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| --- | --- |
| **UC2 – Combat Action** | |
| Preconditions- The player will encounter an Enemy | |
| Actor: Player | System: IDLE RPG |
|  | 1. System will present Player with an Enemy along with its stats, weapons, and attributes. Two options will show. 2. Engage in Combat 3. Ignore |
| 1. TUCBW player encounters an Enemy and chooses “Engage in Combat”. | 1. The System will display 2. Attack 3. Item 4. Spell 5. Flee |
| 1. Player will choose Attack. A submenu will show with which weapon to attack with. If Player has one weapon, then it will default to this weapon. | 1. The system will display damage done to Enemy and damage done to Player. 2. If the Enemy is killed a status message will display the Player’s upgraded abilities for slaying an Enemy |
| 1. TUCEW killing an enemy or fleeing an enemy. |  |
| Postconditions: None | |

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| **UC3 – Create New Character** | |
| Preconditions: The player will start the game for the first time and be prompted to create new character or exit game. | |
| Actor: Player | System: IDLE RPG |
|  | 1. System displays welcome message and instructs Player to create a new character. |
| 1. TUCBW player selects “Create New Character” button | 1. System displays a message to create a new name for the new Character. |
| 1. The player types the desired name and hits enter. | 1. System displays the option to make “new character” (new name) of:    1. Class One or    2. Class Two |
| 1. The Player will select class One or class Two. | 1. The system displays the specific class attributes. The system then displays two options. 2. Choose current class or 3. Go back to class selection |
| 1. The player will confirm class and by selecting choose current class | 1. The system will again, display each attribute with an option of upgrading one attribute. |
| 1. The Player will select upgrade for either 2. Attribute one or 3. Attribute two or 4. Attribute three | 1. System will display the new upgraded attribute, name, and class. 2. ask player to confirm choices made, yes? 3. No? |
| 1. TUCCW Player confirming character choice |  |
| Postconditions: None |  |

1. Sequence Diagram and narrative: