# Cs485 Team Status Report

Team The Fantastic Quest\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Week of 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Team Members Shuaijie Liu, Hanyu Liu, Haiqi Sheng, Ye Jin, Yukai Zhang, Yifei Zhou

Status Report:

This week we totally had 3 meetings. Firstly, we made the decision to make a RPG game (Role-playing game, in which players assume the roles of [characters](https://en.wikipedia.org/wiki/Player_character) in a fictional [setting](https://en.wikipedia.org/wiki/Setting_(narrative))). Then through the investigation and learning, we decided that the topic is international students’ school life, made the people’s allocation, made a schedule of our project, and talked about some elements of the game. All of us gave some good suggestions on the game. We think it is attractive that the background is campus and the main character is the international student. We also find it difficult for us 6 people to make a big game. Then we decide to do a little game at first, and then we will expand the game. Our first plan is to make a game which starts with the leap course. When we finish it, we will ask for some customers’ suggestions and add some new things.

We decided to use RPGmaker MV to help us to make the game. We are designing the game’s characters and plot now. At same time, we are collecting the pictures and the music.

Next week, we are continuing to design the element of the game by keeping asking some people(customers) about what kind of element of RPG game would attract your attention and let you keep playing it. We will have more meetings to talk about the elements of the games, such as characters’ dialogue and events. We will add some our interesting stories into the game.