Design document for a new game – Trader Game (work in progress):

Version 0.0.1:
Scenes:
Scene 1. Title Screen: On opening the software, a title screen will open, it will have the game title and a 'play' button. Pressing the button will start the game.
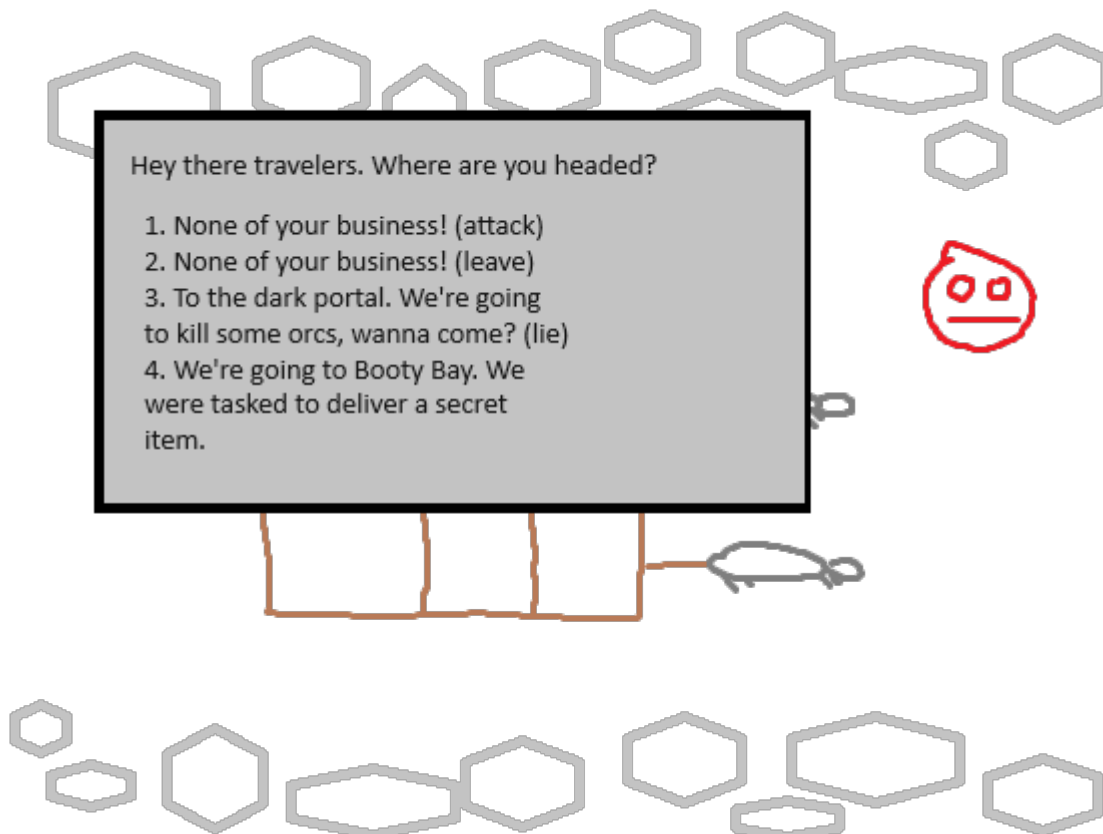


Scene 2. Battle Map: Will have the cart and the player characters, as well as the environment and potentially NPCs. There needs to be a way to control the play characters to move on the screen.
  At the corner of a Battle Map, there needs to be a button that allows to open the world map.
  In the future, pressing on NPCs should open a Dialog scene.
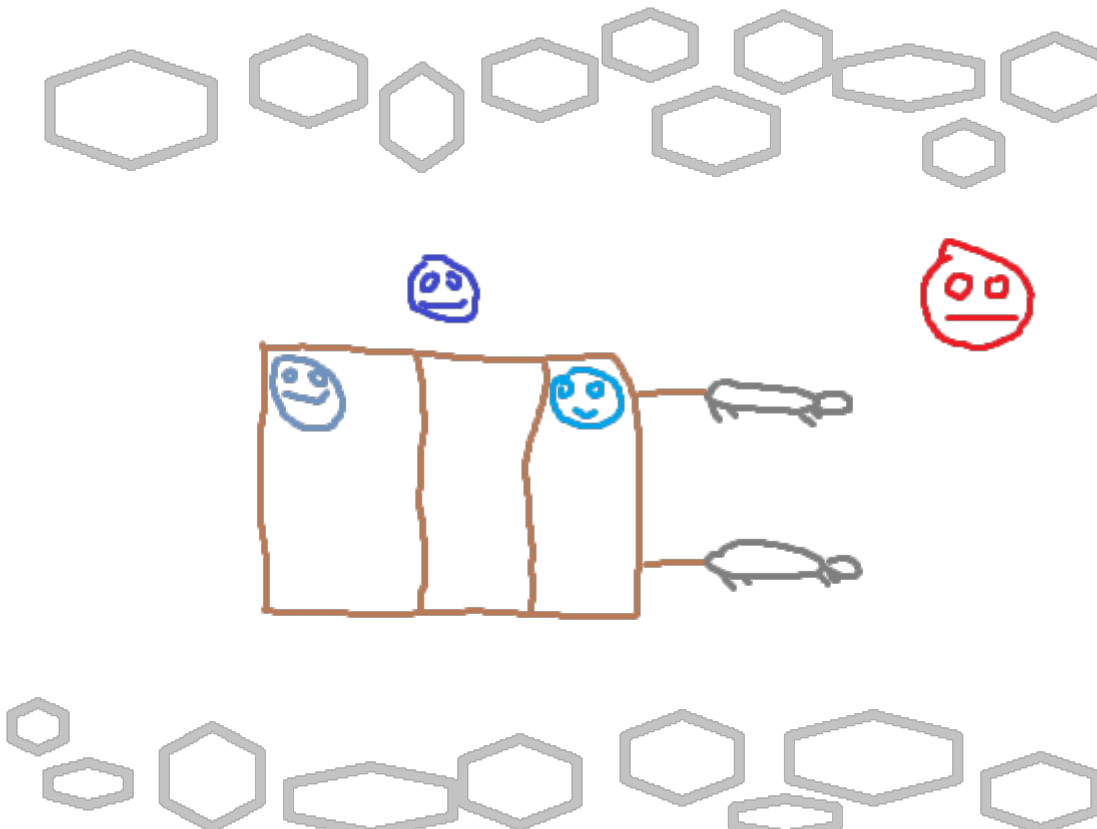
Scene 3. Dialog: When a Battle Map scene is loaded, a dialog box should be opened. It needs to have text and options to choose from, which would work as buttons to either change the dialog, or close it.

Hey there travelers. Where are you headed?

1. None of your business! (attack)
2. None of your business! (leave)
3. To the dark portal. We're going to kill some orcs, wanna come? (lie)
4. We're going to Booty Bay. We were tasked to deliver a secret item.

Scene 4. World Map: Should show multiple locations connected by lines. Show show where the player is currently.

Goldshire

Cave of Wonders

Moonbrook

Elven Ruins

Hunter's Cabin

The Ancient Grove

Next Zone