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| **Tools Project Design Document** | |  | | --- | | *11/19/2020*  Yohan Ma 1930014. | |

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| **Project Concept** | | | |
| **1** **Intro** |  | You create or edit a   |  | | --- | | *Character stat sheet* | | in this   |  |  | | --- | --- | | *character editor* | tool | |
|  | where   |  | | --- | | *user* | | can   |  | | --- | | *modify existing character file with ease* | |

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| **2** **Who is it for?** |  | The tool is created for   |  |  | | --- | --- | | *Designers or QA Testers* | to | | create/edit   |  | | --- | | *character’s stat* | |
|  | and the goal of the tool is to   |  | | --- | | *Make many character template for testing different unit, building an army with different type of units.* | | |

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| **3** **What game engine is it used for?** |  | The output can be used in   |  | | --- | | *Mount and Blade warband* | | and is used for   |  | | --- | | *Loading a character with custom stats* | |
|  | [*optional*] There will also be   |  | | --- | | *description of anything else that we may want to consider when using it in the game engine.* | | |

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| **4** **File format**  **Technical Stack** |  | The tool export the data as,   |  | | --- | | *Text* | | and will be consumed with   |  | | --- | | *Character class* | |
|  | There will also be   |  | | --- | | *A library for character class in Mount and Blade* | | |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The tool has   |  | | --- | | *buttons and textboxes* | | that will   |  | | --- | | *Increase and decrease* | | to modify   |  | | --- | | *A character’s stats* | |
|  | When we export in the tool   |  |  | | --- | --- | | *Text* | will be generated | | | and we can use it for   |  | | --- | | *Importing back to the game* | |

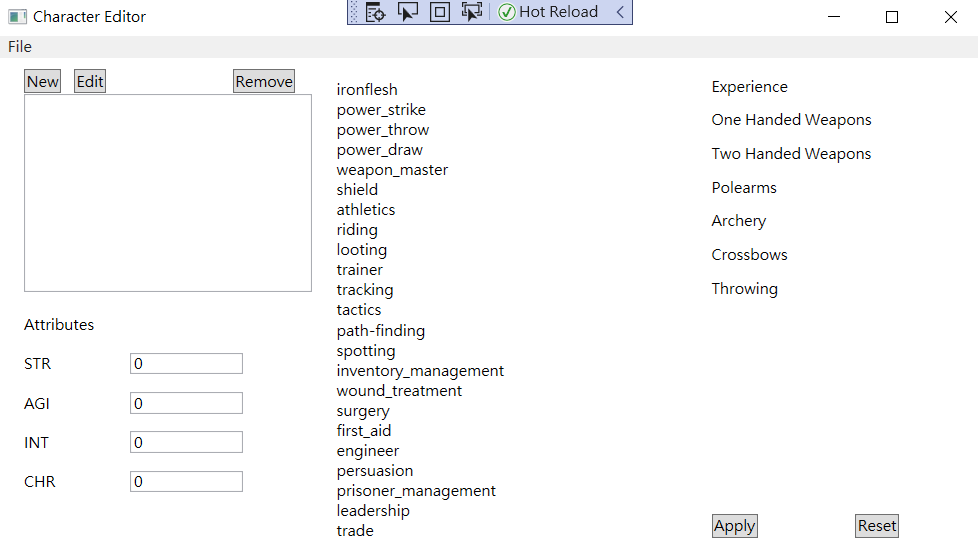
|  |  |  |  |  |
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| **6** **Other Features** |  | |  | | --- | | *Give to the players as develop kit for making their custom units to build an army.* | |  | |

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| --- | --- | --- | --- | --- |
| **7** **How much will you charge for it?** |  | |  | | --- | | *Free* | | *Are there other tools that exist that do what your tool is doing? Unity? Unreal? TexturePacker* | |

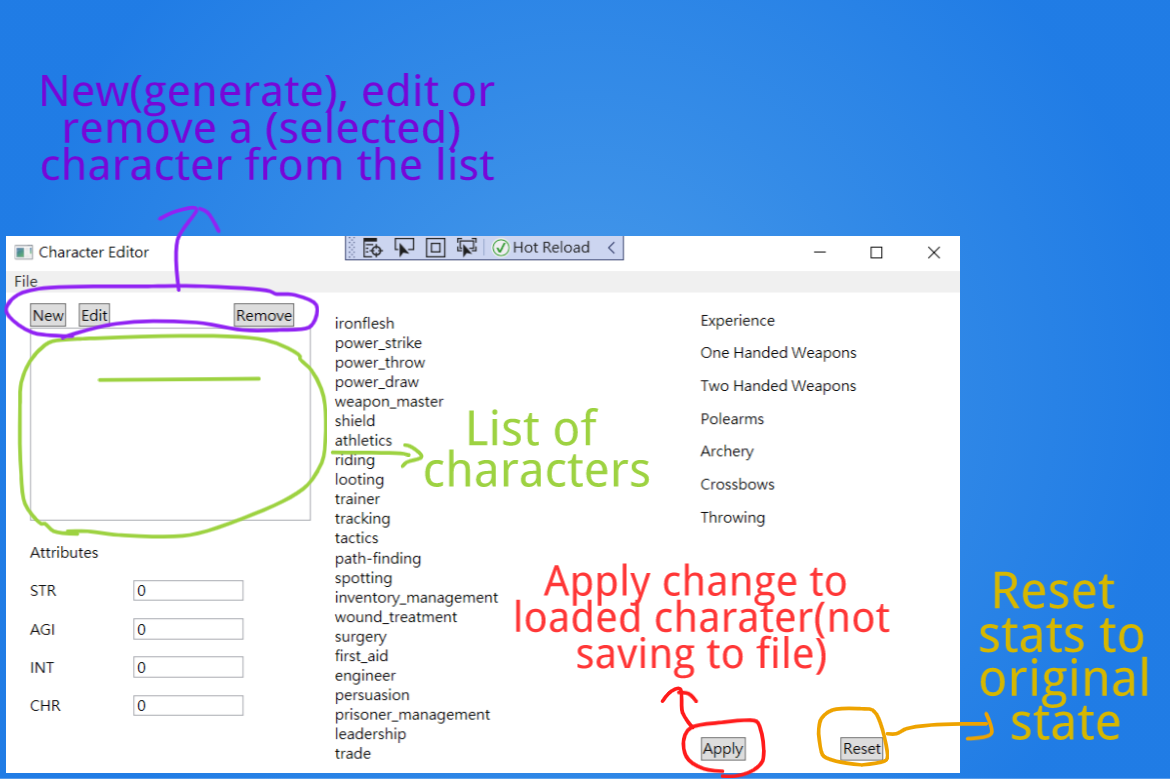
# **Project Timeline**

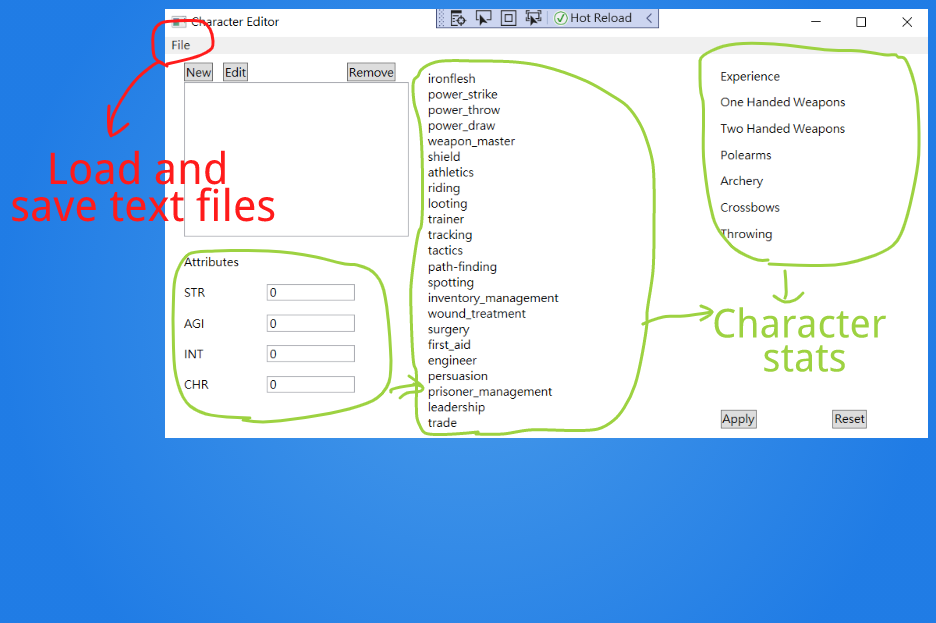
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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *A Mount and Blade type character class library with serialize/deserialize functions.* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *A WPF project with save and load buttons and the ability to edit the characters.* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | *Build and test the app.* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# **Project Sketch**



# **How to use / Instructions**





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Use the tool to edit the text format then import to the game.

Instructor feedback:

Looks good. The schedule is missing some dates. The actual implementation should be simple because it is reading those properties into text fields. The challenge that I can foresee is output file. Since you are using a text format instead of xml or json, you will need to parse the data yourself in your custom format. Especially when you have read it again. The mock look good. It should not be done with WPF and a screenshot, instead you should be using pencil.io or draw.io.

17/20