***Lord Of The Torreznos***

***Brought to you by Torrezno Studios***

******

* ***Alberto López Cervantes***
* ***Pedro Javier Fernández***

**Description**

* Welcome to Torreznoland, the land of the dreams, an utopic country in which most of the population has achieved technollogical supremacy thanks to the nutrients obtained eating torreznos.
* Unfortunately, you were born long ago, in the pre-torrezno age, and are now an Elder left for dead in an old asylum. Will you be able to escape?
* The user will spawn in his room. This is the starting point of the game. The player has 4 available options:

1. **Move:** the player can move freely in an giant open world where he has to explore the asylum where he is trapped. Uncover the secrets lying behind and finding clues to escape.
2. **Interact:** The world is vast and full of people willing to give you deep and interesting conversations. TRADE, SELL, BUY, form SENTIMENTAL bounds, and make Friends to help you get through the different tests.
3. **Consume TORREZNOS:** In this universe, torreznos are a precious currency and source of energy and power. In order to become powerful and defeat your reckless enemies, you will have to obtain and then consume this *delicatessens.*
4. **Exit:** Leave this world from a torrezno overdose.

**User Stories**

* 0. User can choose between campaign MODE and multiplayer MODE, or exit option.

ESTIMATED TIME: 1 week

PRIORITY: Medium

* 1. Having choosen campaign mode, the player appears on the main character’s room. The player can start exploring.

ESTIMATED TIME: 2 week

PRIORITY: Medium

* 2. The player can interact with a Door in a Room to move to the adjacent Room.

ESTIMATED TIME: 2 days

PRIORITY: Low

* 3. The player can interact with any adjacent entity. Entities may sell or buy torreznos. Entities may give you ítems.

ESTIMATED TIME: 1 week

PRIORITY: Medium

* 4. If the player reaches the BOSS room, he or she may attempt to defeat it. No other actions except exiting the room or fighting are possible.

ESTIMATED TIME: 3 days

PRIORITY: Low

* 5. If the player defeats the BOSS the game is finished and the credits are shown.

ESTIMATED TIME: 1 day

PRIORITY: Low

* 6. Having chosen multiplayer mode, the player must specify the server IP address and click CONNECT. Otherwise she/he can click EXIT.

ESTIMATED TIME: 3 weeks

PRIORITY: High

* 7. The user can visualize the other players. The user may shoot against the other players to kill them.

ESTIMATED TIME: 3 weeks

PRIORITY: High

**Planning Game**

Our iteration size is one working week. We have followed the following iterations:

**8/2/2020**: Initial prototyping and idea design.

**11/2/2020**: Initial Project idea (store) finished.

**18/2/2020**: Definitive Project model is reached through refactor.

**25/2/2020**: Basic structure for the game is designed; Controller takes shape and model grows.

**3/3/2020**: Building structure is designed and game lore progress.

**10/3/2020:** Documentation and Project report is writen. Bug fixes are being worked and the new features are beginning to be implemented.

Additionally we have kept track of code changes through git, a Version Control System.