

# **Deliverable 1**

## **Project Description**

Levi's Fungeon will be a dungeon crawling roguelike, where the player controls a party of 4 characters descending into a dungeon. The party will move through premade rooms in a random order, occasionally coming across a shop or boss room. They can spend the gold they acquire defeating monsters that randomly appear in the rooms to acquire gear (though they can also find gear by defeating monsters) at a shop as well as acquire xp that can be spent before the start of a new runthrough to acquire new skills and permanent upgrades. After a boss room the party enters a new floor where rewards are increased but the enemies are more difficult to defeat. Once the party is defeated or defeats the final boss they are sent back to the hub zone to purchase upgrades before starting anew.

## **User Story Document**

- 1.) As a gamer, I want a tutorial so that I can learn the game and its mechanics.
- 2.) As a gamer, I want a narrative in my game so that I can be invested in my game.
- 3.) As a gamer, I want a challenging yet rewarding game so that I can notice improvement
- 4.) As a casual gamer, I want a gradual difficulty curve so that I can feel an improvement on my gameplay and skill.
- 5.) As an artist, I want a pixel art style so that I can run this game on most computers as a pixel art game requires less rendering power.
- 6.) As a gamer, I want cool spells and abilities for combat so that I can use a diverse combat system.
- 7.) As a gamer, I want a game with RPG elements so that I can level my character.
- 8.) As a book enjoyer, and I want lore to read so that I can get invested in the game
- 9.) As a gamer, I want loot drops so that I have a reason to fight enemies.
- 10.) As a public user, I want to be able to control each party member individually, so I can control the combat.
- 11.) As a gamer, I want to be able to make choices about how my character reacts, so I can feel more involved in the story.
- 12.) As a speedrunner, I want to be able to find creative ways to finish the level so I can go fast.
- 13.) As a dungeon crawler lover, I want multiple floors so I can have a full game experience
- 14.) As a gamer, I want an item shop so I can buy cool new weapons for my character
- 15.) As a gamer, I want different weapon types so I can use different types of attacks .
- 16.) As a gamer, I want a smooth and creative UI, so I can interact with the game as effectively as possible.

## Sprint Backlog

ID	User Story	Story Tasks	Sprint Number	Sprint Goal	Story Type
<b>3</b>	As a gamer, I want different weapon types so I can use different types of attacks .	Create weapon sprites, code weapon values and attach to sprites, code class - specific bonuses	1	Create weapon sprites, plan values for them	F
<b>4</b>	As a dungeon crawler lover, I want multiple floors so i can have a full game experience	<ul style="list-style-type: none"> <li>• Create room design</li> <li>• Create floor generation script</li> <li>• Implement movement script onto floor map</li> </ul>	1	Create different room designs	F
<b>8</b>	As a public user, I want to be able to control each party member individually, so I can control the combat.	<ul style="list-style-type: none"> <li>• Create turn-based combat scene</li> <li>• Attack Battle Phase</li> <li>• Combat UI</li> <li>• Damage and health value implementation</li> </ul>	1	Party member interplay, strategic gameplay	F
<b>9</b>	As a gamer, I want loot drops so that I have a reason to fight enemies.	<ul style="list-style-type: none"> <li>• loot spawn</li> <li>• Inventory design</li> <li>• Equipment scripts</li> <li>• End Battle State</li> </ul>	1	Inventory UI Inventory lists item use Item pickup Item spawn	F
<b>11</b>	As a gamer, I want a game with RPG	Create character stat values (health, magic, etc) Create character	1	Equippable items that allow	F

	elements so that I can level my character.	sprites		playable characters to be stronger	
<b>13</b>	As an artist, I want a pixel art style so that I can run this game on most computers as a pixel art game requires less rendering power.	Create sprites for objects/characters Create sprites/textures for rooms	1	Create art for game	NF (T)
<b>16</b>	17.) As a gamer, I want a smooth and creative UI, so I can interact with the game as effectively as possible.	<ul style="list-style-type: none"> <li>- Main menu</li> <li>- Options Menu</li> <li>- Loading screens</li> <li>- In game UI</li> </ul>	1	Create a usable main menu	F
<b>6</b>	As a gamer, I want an item shop so i can buy cool new weapons for my character	<ul style="list-style-type: none"> <li>- Create shop ui</li> <li>- Buying items and sending them to inventory</li> <li>- Allow player to interact with shop</li> <li>- Item randomization</li> </ul>	1	Create a basic shop framework	F

Story Points	Story Points Completed	Names and Contribution Percentage
3	1	Levi, Alex, Oliver 33% each
3	1.5	Andy Howe 100%

4	2	Levi S. 100%
4	1	Alex 100%
2	.5	Levi S. alex andy oliver gabe 20% each
2	1	Gabriel, Alex 50% each
4	2.5	Gabriel 100%
4	1.5	Oliver 100%

### Product Backlog

ID	User Story	Sprint Number	Story Priority	Story Status	Story Points
<b>1</b>	As a gamer, I want a tutorial so that I can learn the game and its mechanics.	-	<b>3</b>	<b>Incomplete</b>	<b>2</b>
<b>2</b>	As a gamer, I want a narrative in my game so that I can be invested in my game.	-	<b>1</b>	<b>Incomplete</b>	<b>2</b>
<b>3</b>	As a gamer, I want different weapon types so I can use different types of attacks .	<b>01</b>	<b>5</b>	<b>Incomplete</b>	<b>3</b>
<b>4</b>	As a dungeon crawler lover, I want multiple floors so i can have a full game experience	<b>01</b>	<b>8</b>	<b>Incomplete</b>	<b>3</b>

<b>5</b>	As a speedrunner, I want to be able to find creative ways to finish the level so I can go fast.	-	<b>2</b>	<b>Incomplete</b>	<b>2</b>
<b>6</b>	As a gamer, I want an item shop so i can buy cool new weapons for my character	<b>1</b>	<b>6</b>	<b>Incomplete</b>	<b>4</b>
<b>7</b>	As a gamer, I want to be able to make choices about how my character reacts, so I can feel more involved in the story.	-	<b>6</b>	<b>Incomplete</b>	<b>2</b>
<b>8</b>	As a public user, I want to be able to control each part member individually, so I can control the combat.	<b>01</b>	<b>10</b>	<b>Incomplete</b>	<b>4</b>
<b>9</b>	As a gamer, I want loot drops so that I have a reason to fight enemies.	-	<b>10</b>	<b>Incomplete</b>	<b>4</b>
<b>10</b>	As a book enjoyer, and I want lore to read so that I can get invested in the game	-	<b>2</b>	<b>Incomplete</b>	<b>1</b>
<b>11</b>	As a gamer, I want a game with RPG	<b>01</b>	<b>10</b>	<b>Incomplete</b>	<b>2</b>

	elements so that I can level my character.				
<b>12</b>	As a gamer, I want cool spells and abilities for combat so that I can use a diverse combat system.	-	<b>10</b>	<b>Incomplete</b>	<b>3</b>
<b>13</b>	As an artist, I want a pixel art style so that I can run this game on most computers as a pixel art game requires less rendering power.	<b>01</b>	<b>8</b>	<b>Incomplete</b>	<b>2</b>
<b>14</b>	As a casual gamer, I want a gradual difficulty curve so that I can feel an improvement on my gameplay and skill.	-	<b>7</b>	<b>Incomplete</b>	<b>2</b>
<b>15</b>	As a gamer, I want a challenging yet rewarding game so that I can notice improvement	-	<b>8</b>	<b>Incomplete</b>	<b>2</b>
<b>16</b>	As a gamer, I want a smooth and creative UI, so I can interact with the game as effectively as possible.	<b>1</b>	<b>1</b>	<b>Partially Complete</b>	<b>4</b>

## **Functional Requirements**

- 1.) The system shall have a health bar, with a numerical and graphical representation, where characters react to specific values of said health bar.
- 2.) The system shall have a numerical "XP" bar
- 3.) The system shall have tiles that trigger combat.
- 4.) The system shall implement random map layouts
- 5.) The system shall allow players to select from a range of different classes.
- 6.) The system shall allow multiple players in a party.
- 7.) The system shall allow the user to control all characters in a party.
- 8.) The system shall increase difficulty level as the player increases level
- 9.) The system shall have an autosave on party death.
- 10.) The system shall have a counter with numerical and graphical representation for both gold and xp.
- 11.) The system shall have variations of enemies.
- 12.) The system shall have variations of weapons.
- 13.) The system shall have a dialogue system.
- 14.) The system shall implement a playable character
- 15.) The system shall have combat reminiscent of turn based RPGs.
- 16.)
- 17.)
- 18.)
- 19.)
- 20.)

## **Non-Functional Requirements**

- 1.) The system shall correctly activate combat 95% of the time.
- 2.) The system shall launch successfully 90% of the time.
- 3.) The system shall apply correct number deductions 95% of the time.
- 4.) The system shall respond to user input within 1 second 90% of the time.
- 5.) The system shall correctly allocate needed resources 95% of the time.
- 6.) The system shall appropriately use computer resources.
- 7.) The system shall successfully load map pieces 99% of the time.
- 8.) The system shall successfully trigger combat 99% of the time.
- 9.) The system shall be stable under typical computer conditions.
- 10.) The system shall not ask for your credit card information 98% of the time.
- 11.)
- 12.)
- 13.)

14.)

15.)

## **Kanban Board**

### **Sprint Review**

**Features implemented: Main Menu, Movement Mechanics**

**Issues fixed: None to be fixed**

**Implementation review (What went well in the implementation, what problems occurred, how**

**problems were solved): Didn't run into any significant issues, sought solutions to problems from teammates and online sources.**

**Changes made: Added Main Menu and Movement Mechanics**

**Plans for next sprint (What will be done for the next sprint)**

**Scrum Review (What went well in Scrum, what could be improved, and what changes will be made): Good communication, good progress made in world generation, could have a more permanent workplace, Will try to better learn how to use Github.**