**Noire Etoile**

**Problem Statement**

**Rose-Hulman Institute of Technology – CSSE 333**

Eric Downing

Josh Maurer

Daniel Schnipke

**Table of Contents**

**Table of Contents….............................................................2**

**Version Information............................................................2**

**1 Executive Summary….....................................................3**

**2 Introduction.............….....................................................3**

**3 High Level Problem Summary........................................3**

3.1 Elevator Statement...............................................................3

3.2 Primary Success Criteria…..................................................4

3.3 Scope…................................................................................4

**4 Detailed Problem Statement............................................4**

4.1 Function...............................................................................4  
4.2 Form….................................................................................4

4.3 Economy...............................................................................5

4.4 Time…..................................................................................5

**5 Key Stake Holders............................................................5**

**6 References..........................................................................5**

**7 Glossary.............................................................................5**

**Version Information**

**Version---Date---Comments**

1.0 4/3/15 Initial Draft

**1 Executive Summary**

This document serves to describe what our project will include. It was created with an Entity Relationship (ER) Diagram that describes the entirety of our database. This section is the first section that covers what our project will actually consist of and will be followed by other sections such as; an introduction, a high level problem statement, and some information about the stakeholders.

Noire Etoile is a game about space exploration and trade. Players take on the role of a protagonist that is seeking to eliminate the Galactic Triads and their sale of Galactic Columbian Powdered Sugar. Our game would be primary written in Java and would be a simple console based application, using text as primary play and ASCII art to help with visuals.

**2 Introduction**

This section is the first describing the overall project. Also included is an ER diagram. Other documents will soon follow this section such as a relational schema, other necessities, and a final presentation of the completed game. The relational schema will describe the database and foreign key constraints. The final presentation will demonstrate the completed game, as well as describe how the database was implemented for use in the game.

**3 High Level Problem Summary**

**3.1 Elevator Statement**

We are designing a Java based game to be played in a text styled console window. The game will include features such as text based exploration, fights, traveling, item collection and art. Players will possess the ability to travel to distinct star systems and be able to trade with local NPCs to eventually put a halt in the manufacturing of Galactic Columbian Powdered Sugar by the Triads.

**3.2 Primary Success Criteria**

Our primary goal is to provide an expansive database system to keep track of everythere related too and desired by the players of the game. We will keep track of NPCs, items, ship upgrades, planets, star systems, and events that will gradually happen to the player through time. A more detailed list can be found in the Scope (3.3).

**3.3 Scope**

1. Inventory

2. Companies

3. NPCs

4. Planets

5. Star Systems

6. Events

**4 Detailed Problem Statement**

**4.1 Function**

1. Ability to keep track of NPCs on planets

2. Ability to keep track of Inventory for player and NPC

3. Ability to find random items on planets for sale

4. Ability to visit different planets

5. Ability to visit different star systems

6. Ability to experience different events

**4.2 Form**

* Primarily Java Based Development
* ASCII art
* Text Based Interactions
* Console Window Interaction

**4.3 Economy**

Since we are using free applications, we intend to create the game for free and release it for free. This will allow the players to have a greater experience without the initial thought of paying for the application. As developers we will have the value of knowledge and experience that we will be payed with.

**4.4 Time**

There have been other text based games such as Noire Etoile (NE) in the past. However, NE brings to the table a new Galactic experience to be had by the players. With the interesting idea of traveling to far off worlds in order to trade, players can truly become deeply immersed in the universe that is the game.

**5 Key Stakeholders**

**Name Role**

Sriram Mohan Project Advisor

Eric Downing Project Team

Josh Maurer Project Team

Daniel Schnipke Project Team

Players End Users

**6 References**

**CURRENTLY N/A**

**7 Glossary**

**CURRENTLY N/A**