1)Introduction

CS 319 Project inspired by Pokemon FireRed. This project is a 2d quick time event based adventure game. This project will be based on dialogs and battles. This role playing game's story will mainly include the adventures of unknown guy which will be less-unknown progressively during the player plays the game. As the player explore the world of our game, new quests will appear. Exploring will be through dialogs and quests mainly consist of battles. As player completes the quests, he/she will earn powers. These powers will help player to fight better in battles. Also, the player will be aware of the full world map through minimap option.

We chose this project because we think that this idea fits well in OOP structure. We will develop this project in Java because we all have experience in Java language. IntelliJ IDE will be used as a development platform. Final project will be deployed to .JAR through Maven.

**1.2) Why we choose this game**

In our childhood we all played 2d adventure games this game will be nostalgia for all of us. Also we thought this is a great opportunity for use object-oriented programming. In additional to this, we would like to study on creating game process.

2) Proposed System

Overview

The logic behind Pokemon FireRed and our game is almost same but there are several differences like dialog system, battle system, graphics, collectable item system, types of enemies.

Our dialog system would be less complicated with respect to Pokemon FireRed. Our dialogs based on given basic information.

Battle system would have vast differences. In Pokemon FireRed there is turn based battle system but we planned to have quick time event based battle system. We prefer QTE since this is more challenging and more interesting to the user.

In our game there will be two type of enemy one of them is basic mobs and the other is bosses. Bosses are stronger than the mobs.

<https://www.youtube.com/watch?v=yUS1IcC5CBY>

2.1.1 Gameplay

The player will use only keyboard. In order to move main character player will use arrow keys. Player can collect collectable items just passing by item. As we mention our battle system will be based on quick time event system and player can beat the enemies with given a damage every time.

In [video games](https://en.0wikipedia.org/index.php?q=aHR0cHM6Ly9lbi53aWtpcGVkaWEub3JnL3dpa2kvVmlkZW9fZ2FtZQ), a **quick time event** (**QTE**) is a method of [context-sensitive](https://en.0wikipedia.org/index.php?q=aHR0cHM6Ly9lbi53aWtpcGVkaWEub3JnL3dpa2kvQ29udGV4dC1zZW5zaXRpdmVfdXNlcl9pbnRlcmZhY2U)[gameplay](https://en.0wikipedia.org/index.php?q=aHR0cHM6Ly9lbi53aWtpcGVkaWEub3JnL3dpa2kvR2FtZXBsYXk) in which the player performs actions on the control device shortly after the appearance of an on-screen instruction/prompt. (Wikipedia)

Example: https://scratch.mit.edu/projects/88806129/

2.1.2 Character

* Character can move in 4 ways.
* Can collect items both from mobs and collecteable items.
* Character will have attack point and health bar.
* Can fight with enemies.

2.1.3. Enemies

There are 2 types of enemies in this game.

Mobs:

* Have attack point and health bar
* Have power to give player if player defeat them
* Have less power than bosses

Bosses:

* There are two types of bosses red and blue
* Player attack his/her specific attack power(blue or red) to blue or red boss
* Have attack point and health bar
* Have power to give player if player defeat them
* Have more power than mobs

2.1.4. Power:

These powers will be characters attack power

Player can collect collectables in map, mob and bosses. Generally bosses have more power to collect. There are red and blue power.

2.1.5. Map & Levels

* 3 different levels (1 bonus maybe)
* On screen only current level will appears
* Every level have at least 1 gate which opens next level
* Collectable items and mobs will be randomly distributed according to difficulties of levels
* Bosses locate in front of the gates. If player doesn’t kill the boss he/she will not be able to go through the gate
* If player dies levels reset and if player pass to the next level his/ her health bar reloaded

3) REQUIREMENTS

3.1. Functional Requirements

3.1.1 Tutorial

This help option will provide player general information about how to play the game. This is optional feature in main screen. There will be at most three picture which clearly shows how to play the game.

3.1.2 Save-Load game

Player can save the last level of the game and his stats. He/she can load previous game and he/she can continue. In main screen there will be an option for load.

3.1.3 Pause menu

In pause menu there will be save game, load game and settings. It also stops the game.

3.1.4 Settings

Player can turn down or turn off the background music or game sounds.

3.1.5 Credits

* Information about designer of the game.
* Links to GitHub and project website.

3.2 Non-functional Requirements

3.2.1 Graphical Smoothness

Our game will have pixel graphics because nowadays these graphics are popular. Even we choose pixel graphics, there will be animations our game will be smooth looking.

3.2.2 Easy Gameplay

Man of war have easy gameplay. This game designed without considering the age gender etc. so that everyone is able to play this game.