# Stevens RPG

## Description

The Stevens RPG is a recreation of many of the made up stories and parodies of events that have happened throughout the history of Stevens and the creators of this game throughout their time at Stevens.

## Technology and Platforms

The current technology that the game will use is known as Gameplay3d, which is a minimalistic/cross-platform game framework that is similar to XNA. As it is cross-platform, all platforms it supports are capable of being supported by the game. Supported platforms include Windows, OS-X, Linux, Android, BlackBerry, and iOS with later support coming to Windows Phone 8 and Metro UI.

## Features and Gameplay

//WIP

The game is based off Pokémon games in gameplay

Each campus building is the equivalent of a city, with each room being a building.

Players can go off campus, needing to unlock different areas (default area is Stevens Campus. Areas available for unlocking include Hoboken East, West, North, and South, NYC, Jersey City, and Weehawken)

The general goal is to progress your way through Stevens, potentially saving it from many man-made and natural disasters, potentially never graduating.

The game itself is episodic, so as to allow for freshman to have their own experiences instead of only the original creators of the game.

Each episode is 9 levels (pre-orientation, the 8 semesters that you play). Mini-levels/mini-games (co-op/internship) are randomly interspaced within the game.

The player is a student and tries to “catch” various professors, administrators, and faculty to defend and fight against some enemy that shows up and tries to get the same people on their side.

The player has various equipment, spells, and allies (the people who they catch) to help them fight.

Depending on your allies, different enemies may show up with one common end-boss for the episode.

Player has a home-base (dorm room/off-campus housing/non-Stevens housing) that they can visit but must work at to reach (example: can’t live at home if they haven’t unlocked Hoboken South where the Hoboken Terminal is)

Players can learn moves by taking classes and acquire moves through tests and quizzes

Each player has a major of some sort, such as mathematics, philosophy, or engineering. Others could potentially be added, though a good comparison exists in the High Level Design document.

## Story

//TODO

## Art style

//WIP

The art style is pixalized/Pokémon style