



NLCC

BPA Software Engineering Team Project Plan

Bedford North Lawrence Career School

Team NLCC's year 2011 Project Plan

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The Idea:

Create a game-play that uses a turn based play style with limited moves and attacks on a 3D playing field combining a retro control scheme with modern graphics using the free JMonkey Platform.

The Game

Homepage and Login Screen

- Used to display news and a few game screenshots
- Server status is displayed here
- A login area in the corner to gain access to the rest of the game
- Once logged in you are redirected to the lobby

The Lobby

- The place for overall user interaction
- A chat room will provide a means of player to player communication
- A game list to display active game rooms
- A button to create a new game

Creating a Game

- As simple as selecting a few items from drop down boxes
- The option to password protect your game
- Ability to select a maximum player size from 4 to 8
- Ability to select a map size large, medium, or small
- Ability to select a difficulty level easy, normal, or hard

Playing the game

- Movement
 - Movement will be grid based on a 3D world
 - You will be able to take a certain number of steps based on your Energy
 - Steps will be a step from one grid to an adjacent grid
- Combat
 - Available moves will be determined on level, items, energy, ect.
 - Weapon items will determine fighting moves
- Items
 - Weapons
 - Augment attack power
 - Augment fighting style
 - Can Degrade
 - Armor
 - Augment defense rating

- Can Degrade
- Potions
 - Restore Energy
 - Mod Attributes
 - Cure Ailments
- Salves
 - Restore Health rapidly
 - Cure Ailments
- Bandages
 - Restore Health Slowly

Specifics

Classes

- Ranger
 - A lover of the woodlands, the ranger uses ranged attack very effectively specializing in longbows and crossbows.
 - Stats and Attribute Multipliers (Used during character creation)
 - AP: 3
 - STR: 2
 - Health: 2
 - Accuracy: 5
- Mage
 - A user of the magical arts, the mage uses magical spells to attack near and far.
 - Stats and Attribute Multipliers (Used during character creation)
 - AP: 6
 - STR: .5
 - Health: .5
 - Accuracy: 2
- Berserker
 - A firm believer that anything can be done with the right amount of force.
 - AP: 8
 - STR: 10
 - Health: 6
 - Accuracy: 1.5
- Priest
 - A firm believer in the word of the gods, the priest uses holy words to invoke their power.

- AP: 3
- STR: .5
- Health: 5
- Accuracy

NPCs

- Aggressive
 - Goblins
 - Trolls
 - Wolves
 - Random evil humans (Bandits, thieves, etc.)
 - Dragon (A boss, only found on the large world)
- Non -Aggressive
 - Monkeys
 - Rats
 - Vendors (These will be primarily human, you can buy and sell items through speaking with them)

Worlds

- Three sizes to choose from
 - Small
 - Medium
 - Large
- Each world size will have its own special perks (Not currently specified)
- The worlds will typically be the same map just scaled differently, with different aggressive NPC spawns, comparable to a difficulty setting

Game Play

- Turn Based
 - Each character will have a certain amount of AP to spend on each turn
 - Casting Spells will take AP
 - Attacking will take AP
 - Moving will take AP
 - Changing gear will take AP
- Movement will be based on a grid overlaid on the map
 - Most likely will not be visible to the player
- Movement will be controlled through arrows at the bottom center of the screen
- Attacks will be controlled through a quick access bar at the left of the movement control
- Stats will be displayed on the right side of the movement control
- Items will be controlled through an inventory screen (Most likely accessible by pressing 'i')