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| **Project title:** | | |
| The text-based adventure game | | |
| **Overview:** | | |
| I would like to make a game that allows players to make decisions based on situations, leading them to different paths in the game’s story. Wrong decisions should eventually lead to their death and then they should return to a point where they can make the right one. At the end of the story, there should be a challenging boss battle where after defeating it the game ends. There should also be a 2-player RPG mode based on the computer player battles. | | |
| **Additional info:** | | |
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| **Requirements:** | | |
| 1. Players should be able to choose their name. 2. The game should allow save states, by having the game’s data saved in a file named by their name, as well as automatically saving data at the end of battles and the end of the game. 3. Players should be able to collect items on certain paths such as healing potions or special attack moves to use in battle or after defeating certain enemies. 4. Players should fight multiple enemies throughout the story. 5. Players should be able use RPG-style moves such as attack, shield, heal, and item in battle, where the computer player should also have moves randomly generated for them. 6. Players and enemies should use health (HP) to determine their state in battle and should die once their health reaches 0HP. 7. When a player dies, they should respawn in a previous location before they died (checkpoints). 8. Players should obtain score from winning battles including the final battle, worth as much score relative to the difficulty of the battle i.e. ’100 points’ for a small enemy. Through this, the player should be able to increase their total health, attack power, and healing strength. 9. The players should be able to see their score displayed throughout the game and once the game is finished. 10. The final boss battle should be challenging, with the boss having much more health than the player, as well as being stronger. 11. The 2-player mode should function similar to regular battles with both players having the same health, attack power and healing strength. | | |
| **Acceptance Tests:** | | |
| Req No. | Test description | Expected outcome |
| 1 | When I give the program the player name | The player name is used throughout the game |
| 2 | When I type ‘s’ (for save) in the decision box | The game saves the data to a file based on the name |
| 5 | When I type ‘a’ (for attack), ‘b’ (for shield) or ‘c’ (for item) | The player attacks, shields, or opens the item menu respectively |
| 7 | When I die because a poor decision, or in battle | The player respawns near the event/at the battle |
| 8 | When I win battles | The player’s total health, attack power, and/or healing strength increase |
| 10 | When I play the final boss battle | It should be challenging, to stand out from basic battles |
| 11 | When I choose the 2-player mode | It should be allow me to battle with a friend with the RPG battle system |