The people that use it will be anyone who enjoys RPG type games and those that are new to the genre.

The outputs will be the players character, the characters hp(health points) along with the mp(magic points), their partners hp. The player will also be able to click a tab to see their inventory, their skills, and what quest they are currently on. They will also be able to interact with the npc’s(non-player characters) of the game.

The inputs that will be needed to do this will be the players mouse and keyboard.

The technologies that are going to be used are unity and C#.

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Realistic Goals:

As a user I want to be able to open up the app and see a login screen/signup

As a user I want to be able to sign in to the game.

As a user I want to be able to choose a class of character.

As a user I want to be able to see my character on the screen.

As a user I want to be able to interact with other characters on the screen.

As a user I want to be able to access the pause screen.

As a user I want to be able to quit the game through the pause screen.

As a user I want to be able to control my character with my mouse.

As a user I want to be able to respawn after I die.

Stretch Goals:

As a user I want to be able to see my inventory.

As a user I want to be able to see my skills.

As a user I want to be able to see my health bar.

As a user I want to be able to see my magic bar.

As a user I want to be able to see my quest log.

As a user I want to be able to pick up currency.

As a user I want to be able to see how much currency I have.

As a user I want to be able to pick up items.

As a user I want to be able to fight enemy characters.

As a user I want to be able to interact with my partner character

As a user I want to be able to see my partners health bar.

As a user I want to be able to interact with the environment.

As a user I want to be able to access the save button through the pause screen.

As a user I want to be able to go to my last save point.

As a user I want to be able to attack with different skills with my keyboard.