

# TDDC74 - Projektspecifikation

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# 1 Projektplanering

The project is supposed to result in a game-engine made specially for making 2D roleplaying games. The focus is on making tools to rapidly produce simple games.

The code will be object-oriented primarily, using multiple inheritance but functional code and meta code will also be a part of the project. As an example we intend to write our own scripting language which will be functional.

## 1.1 Kort projektbeskrivning

A 2D RPG game engine with tools. Examples of tools are a scripting language for making dialogue, pre-existing class structure which allows quick and easy creation of new objects, a simple graphic interface etc.

We recommend looking at IceBlink Engine and Final Fantasy 4-6 for examples of the type of engine we will try to achieve.

## 1.2 Utvecklingsmetodik

We will develop our software following Agile development philosophy.

We will work separately the majority of the time and later have follow-up meetings. In practice this will result in us working in the same room but separately so we can communicate progress as it happens. We will use SVN for versionhandling unless we have the time and energy to set-up a GitHub repo as we prefer git.

## 1.3 Grov tidplan

This part needs a few physical attachments, they will be included for the second project specification deadline. We have a plan, we just can't include it at this stage (this is the problem with having assignments due during holidays).

## 1.4 Betygsambitioner

We will only attempt to achieve the grade 3 on the project as we both already have a 5 in the course from the exams. This allows us to let other courses take more time if they need to. However we expect to achieve a 5 on the project if we aren't distracted by other courses.

## 2 Konceptskiss

We will need to add a few physical attachments to this as well. Look at IceBlink engine for a concept sketch, however we will keep the graphics very simple.

### 2.1 Kravlista

We will add to this part as well.

#	Beskrivning	Prioritet
1	A system which deals with the world.	A
2	Support user defined objects.	A
3	Support 2D graphics.	A
4	Support user input.	A
5	Support turn based combat.	A
6	Allow the user to create dialogue using a built-in scripting language.	A

More to come.

## 3 Implementation

### 3.1 Abstrakta datatyper eller klasser

Classes: Worlds, Items, NPCs, Player Characters, World objects, Abilities.  
All of these with their own subclasses.

Dialogue will be a datatype of some sort, we are not really sure for example we might implement it as a tree or as a graph.

### 3.2 Testning

We don't know yet, let us prototype the software first.

## 4 Tidrapportering

Can be found in separate spreadsheet, which will be found in our SVN/git-repository. So far we have each spent 10 hours on planning this project and this specification.