The Legend of Indecisiveness

2D Adventure RPG

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CMPS 3350 - Software Engineering

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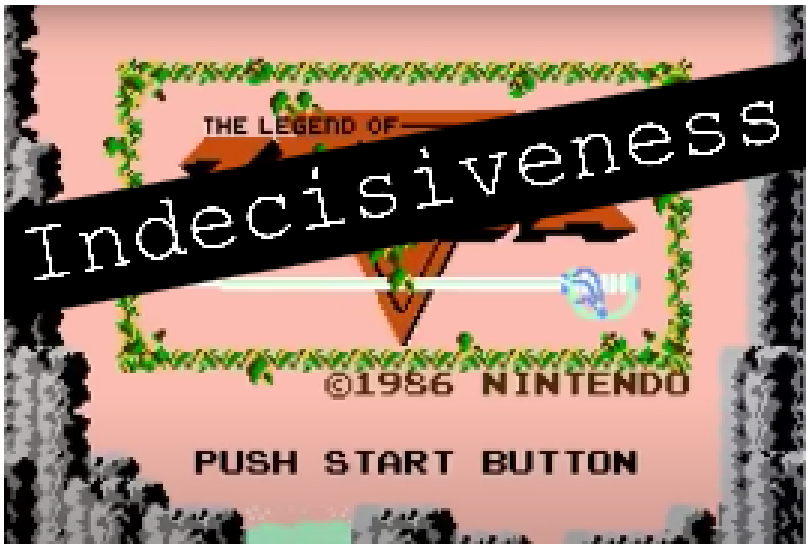
- Overview
  - Legend of Zelda type 2D adventure RPG.
  - Story?
- Technical Requirements
  - Programming in C++
  - Graphics with OpenGL
  - Inputs
    - Keyboard
      - WASD to move
      - Space to interact
- Product Features
  - Art
    - Top down 2D sprites
    - Static background
  - System
    - Main Menu
      - Start New Game
      - Load Game



        - Settings
    - NPC’s
        - Friendly gives user items
            - Healer can give user HP
        - Enemies damage user
    - Resources
        - Combat
            - Sword used to fight enemies
        - Obstacles
            - Key used to open locked doors
        - Shops
            - Money is gained through defeating enemies & found in chests
- Overall Goals
    - Status bars to display users health and experience points
    - Combat determined by weapon damage and enemy health
    - User dies when health bar reaches zero is sent back to a healer
    - Linear progression
    - Character health increases each level up
- Stretch Goals
    - Combat efficiency determined by the weapon damage divided by an armor rating
    - Special item that prevents death when in users inventory
    - Open world concept with multiple ways of proceeding
    - Characters strength is increased each level up to multiply weapons damage
    - Multiple different characters to choose from when starting a new game with different playstyles
- Division of Labor
    - Each person assigned a section of the map
        - Each person can design this area to their preferred style
        - If anyone get stuck we can always collaborate to fix the issue