University of Nevada, Reno
College of Engineering
Department of Computer Science

Dragonlord Chronicles

Team 18

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Use Cases

Implemented:

Initiate Battle	When player touches an enemy, the game will transition into the battle scene.
Scene Transitions	When the player enters a loading zone, the game will transition to a different scene.
Main Menu	This is the initial scene in the game. It displays buttons that allow the player to go to the options menu, continue a previously saved game, or start a new game.
Save Game	The player's current progress and state are saved to a file in the system's memory and can be loaded at a later time.
Dialogue	When the interact button is pressed near certain NPCs, a dialogue box will appear. Pressing the same button will cause the next lines to appear until that dialogue script is exhausted..
Interact	The player may interact with different virtual objects and characters within the world. The details of the interaction depend on the object or character.
New Game	If a save file exists, it will be deleted. A new file that starts from the beginning of the game will be created.
Continue	Finds and loads a previously saved game from a file and allows the player to continue playing their game from the state it was in when it was saved. Player loads into the Inn scene.
User Input	The game will detect input from keyboard. This will be used to navigate menus and control the main character during gameplay.

Planned by April:

Item & Equipment Menus	Items and equipment will be displayed in the inventory menu.
Shopkeeper Menu	The player will be able to purchase items and weapons from different shops around the main town.
Options Menu	The player will be able to change the volume of sound effects and music from the main menu.
Player Stats Menu	There will be a menu to show the player's current level, experience

	points, gold, dragons, and other general information to show the progress made in the game.
Instructions Menu	The main menu will have an instructions page to show the player how to play the game.
Capture System	The player will be able to capture dragons and add then to their collection.

Summary

Since last December, we have implemented more systems with tangible gameplay elements and we have more artwork. There is a new tilemap for buildings and landscapes. The player can interact with NPCs via the dialogue system. The player can transition between scenes by entering/exiting different buildings. There is more feedback during combat, featuring a text menu that shows the action being taken and health bars denoting the player's health, dragon's health, and enemy's health. The player has animations and it features a more finished sprite. The designs for the town, overworld, and cave scene are mostly finished. There are now colliders on the terrain. The player's data can be serialized, so it persists between scenes. Finally, there is a framework for the inventory system to show the items collect throughout the player's journey.

We also made adjustments to our requirements due to time constraints. There will no longer be a questing system and we have decided against GamePad support; the game will be controlled using a keyboard.

Team contributions

This assignment was completed during a team meeting on Tuesday, March 12th. We spent 90 minutes deciding upon the use cases and writing the summary to ensure that everyone is on the same page regarding what has been completed for the progress demo and what still needs to be finished by April.