

Jacky Chen, Peter Chong, Lester Chacon-Posada, Kaifeng Zhou

Product: **Tomb of Khaud'ghur**

Group: #38

Date: 2/24/2019

**List of Entities**

Type:	Name:	Description
Screen	Main Menu	In this part the player can choose to continue their current game, start a new run entirely, or change sound settings.
Screen	Continue	Player can start from where they last saved in the game.
Screen	New Game	Player can start a new run of the game entirely, but will delete the previous save from the last run.
Screen	Settings	Player can adjust the sound settings here, currently it is just going to be master volume / background music.
Screen	Pause	Player can pause the game and during the pause screen they have the option to configure sound settings.
Screen	Inventory	Player can view their inventory and get descriptions of their items/equipment.
Code	Enemies	Code on how the enemy attacks and damage effectiveness (if it takes more/less from certain weapons)
Code	Stats	Code on the players stats (Strength, dexterity, luck, ETC) and how it affects attacks.
Code	Gear	Code on how gear increases certain stats and deals certain damages.
Code	Movement	Code on player's movement
File	Saved File	A data file that saves the player's progress

## Detailed Design of Entities:

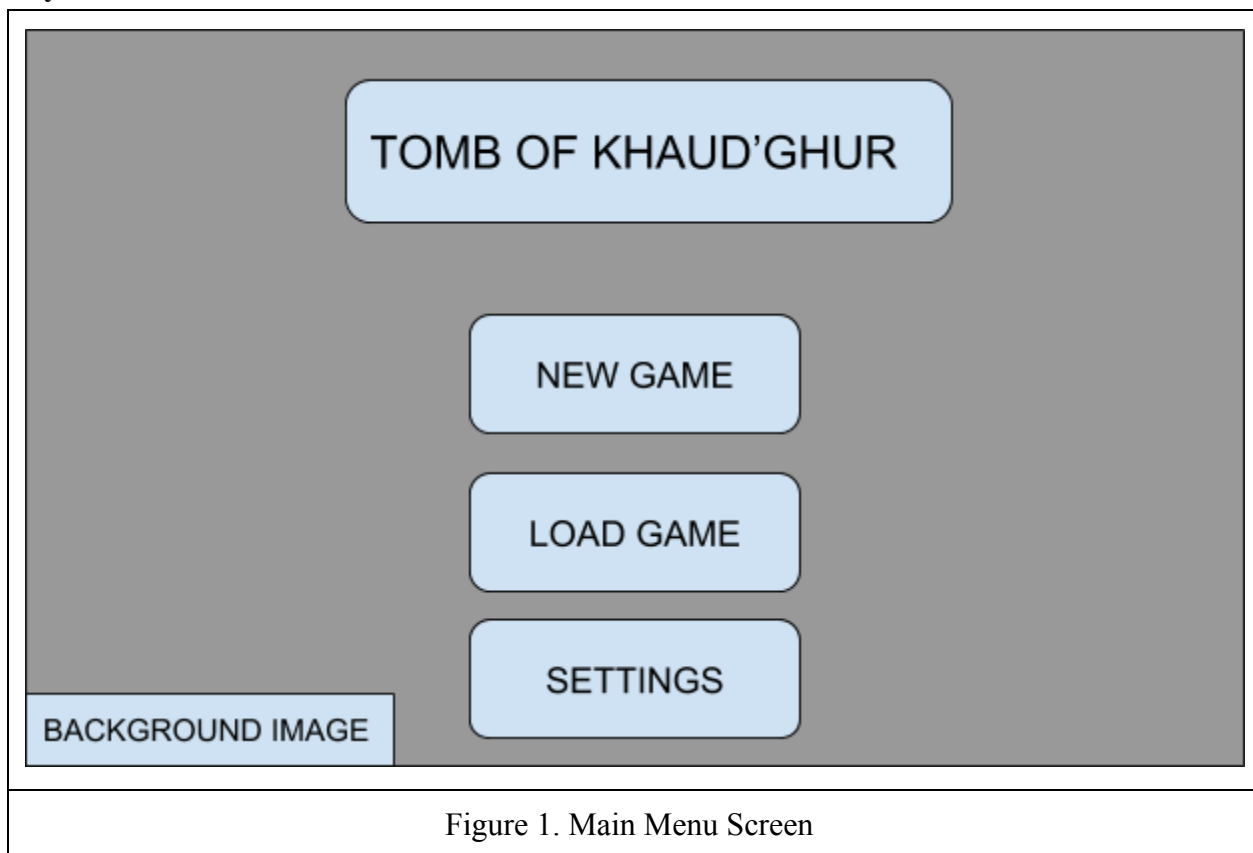
1.

**Name:** Main Menu

**Type:** Screen

**Design Detail:** The title of our game will be located at the top-middle position. There will be a background image as well. The main menu will consists of three buttons (in this exact order): New Game, Load Game, and Settings. The three buttons will be located below the title of the game. The new game button allows the player to begin the game. The load game button allows players to gain access of their previous saved files and allow them to continue their progress of the game. The setting button allow players to change volume level to their likings.

## Layout:



2.

**Name:** Settings

**Type:** Screen

**Design Detail:** When the player clicks on the setting button, a pop-up screen will show. There will be a player-adjustable bar that controls the background music ranging from 0 to 100 (0 is the

lowest and 100 is the highest). There will be another player-adjustable bar that controls the sound effects also ranging from 0 to 100, 0 being the lowest. The bar that controls the background music will be labeled as “Music” and the bar that controls the sound effects will be labeled as “Sound”. The Music bar will be located top-middle position and below that will be the sound bar. Below the sound bar is the “Save” button where the player can save their progress. Next to the save button is the “Exit” button where the player, after saving their progress, can leave the game.

**Layout:**

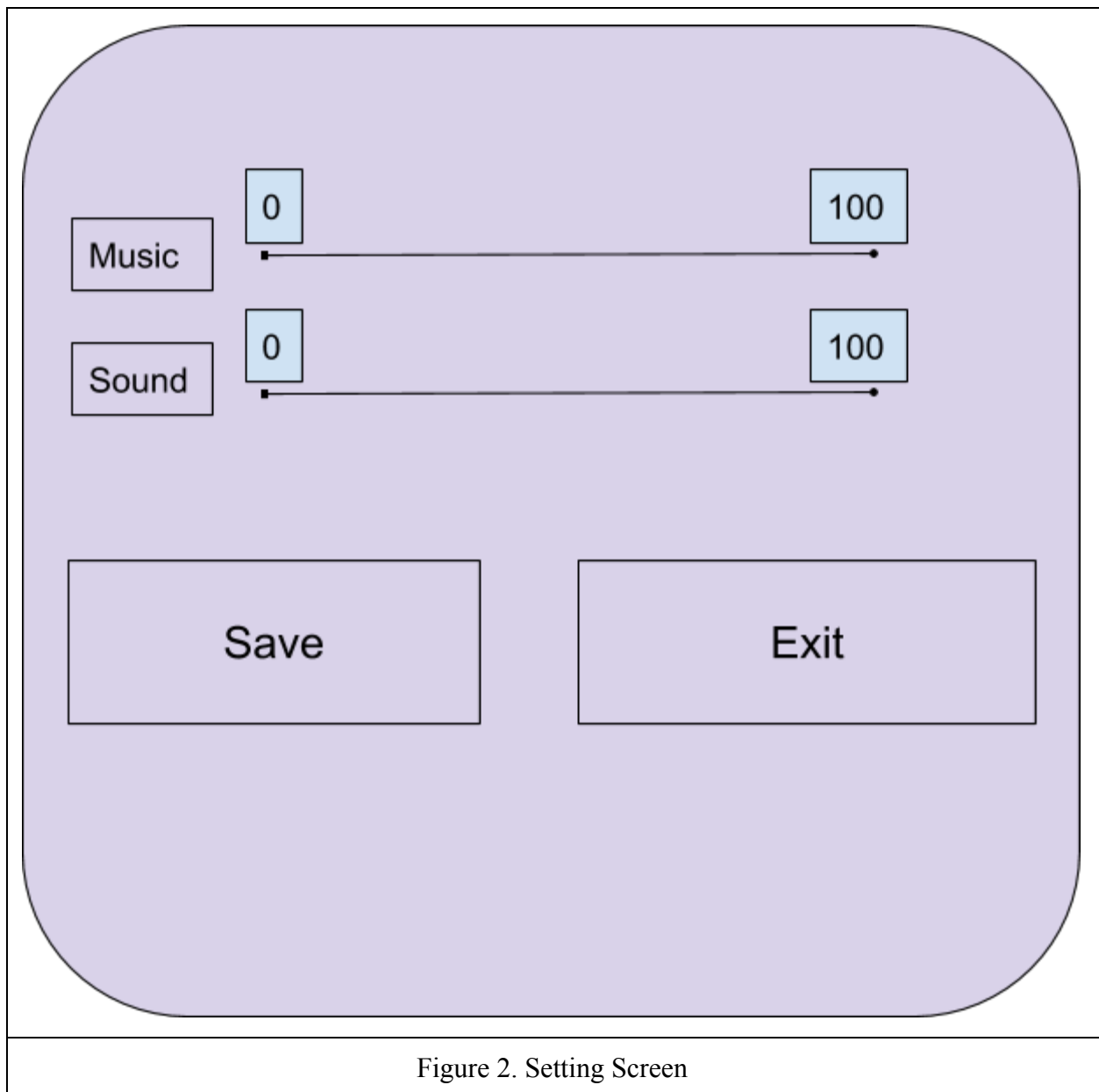


Figure 2. Setting Screen

3.

**Name:** Pause

**Type:** Screen

**Design Detail:** When the player clicks on the pause button, a pop-up screen will appear. There will be the word “PAUSED” on the top-middle, telling the player that the game is paused. There will be several button-options for the player under the “PAUSED”. One of the buttons is “CONTINUE” allowing the player to continue on where they left off. Under the “CONTINUE” will be a button called “SETTING” which will take them to the setting menu as previously shown.

**Layout:**

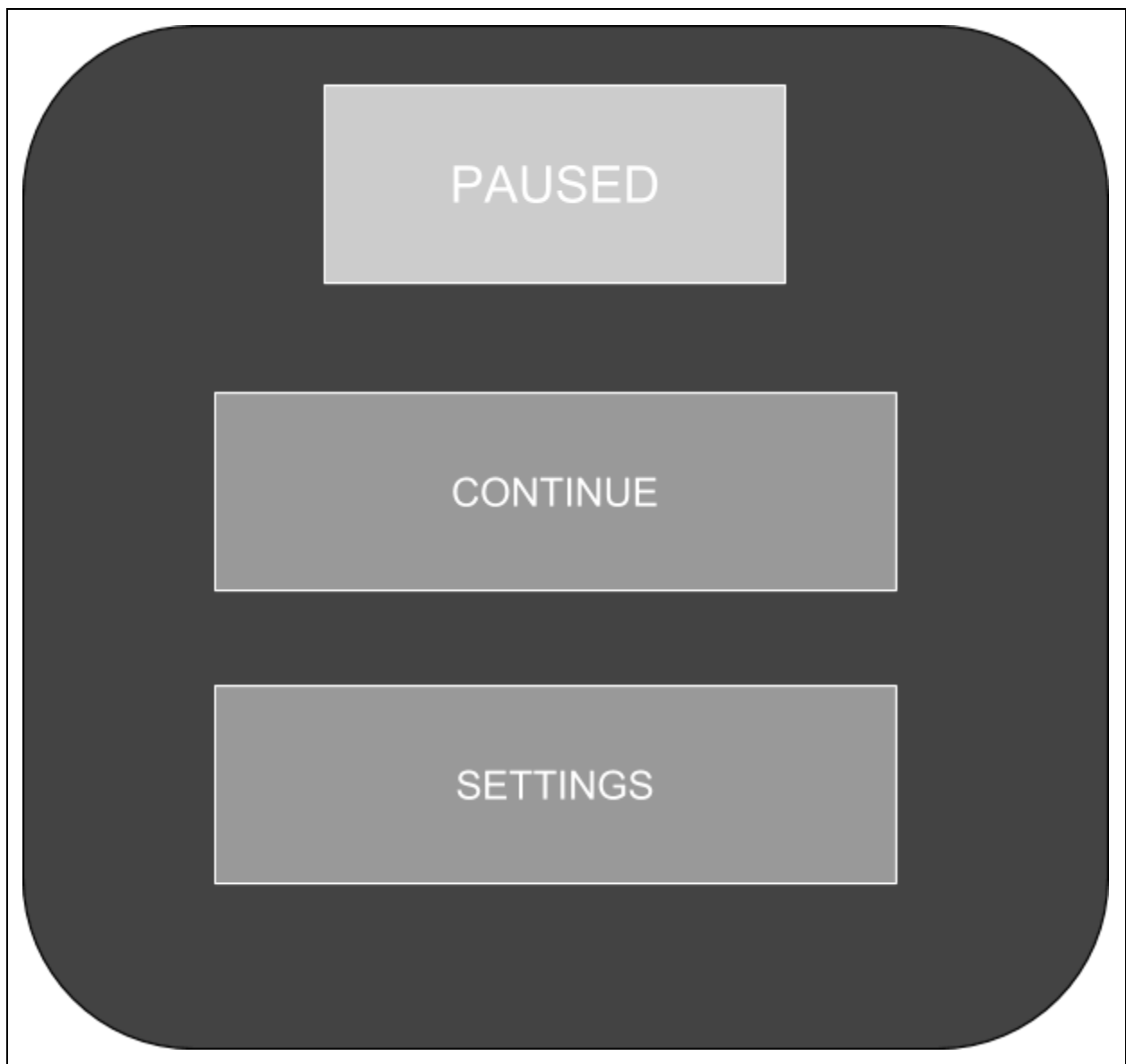


Figure 3. Pause Screen

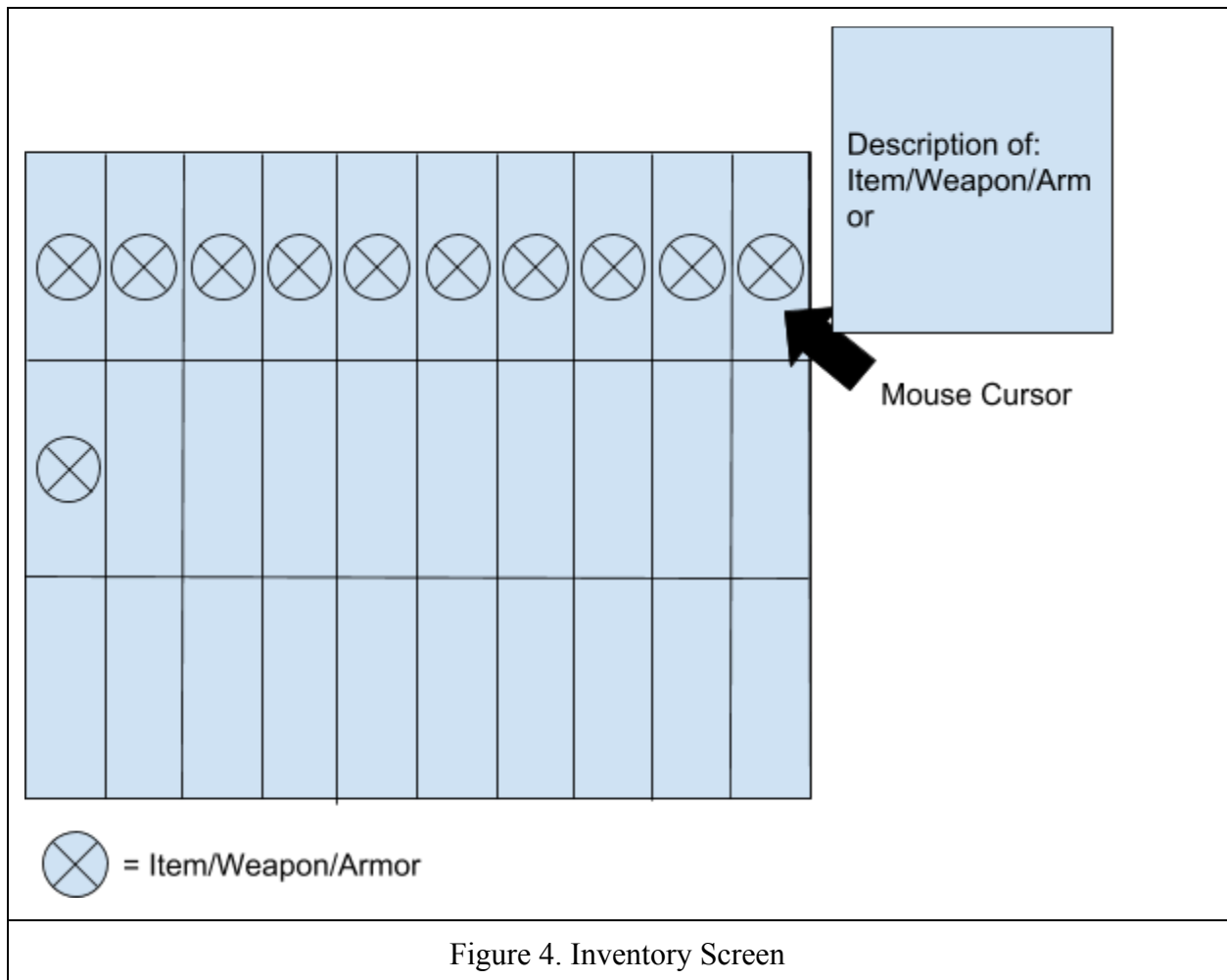
4.

**Name:** Inventory

**Type:** Screen

**Design Detail:** When the player clicks on the inventory button, a screen will pop up showing the weapons, armors, items the player has collected. The inventory screen will be 3 (row) by 10 (columns). If the player hovers over at an item, a description will show. The description will always show on the right side of the mouse cursor.

**Layout:**



**Figure 5. - Team Capability Assessment**

Technology	Lester	Kaifeng	Peter	Jacky	How to Achieve Goal
Unity	1	2	1	2	Looking at tutorials on how to properly use Unity.
C# (code language)	1	1	1	1	Start learning the language in our own time through tutorials
Photoshop	3	2	1	3	Lester and Jacky would teach others how to use photoshop.
Krita	1	3	1	1	Kaifeng would teach others how to use the program.
Garageband	1	1	1	3	Jacky is in charge of music, so there is no need for others to learn.
Discord	3	3	3	3	Everyone knows how to use discord for communication purposes.

**The table values represent an assessment of team member capabilities. The values are:**

- 1 – No knowledge or not much relative to the needs of this project**
- 2 – Enough knowledge to accomplish part but not all this project**
- 3 – Knowledge probably sufficient for this project**