

Diablo 3



[Diablo 3 - Walkthrough](#)

[Jump to gameplay \(2:40\)](#)

For this sprint we will be working towards more features for our MVP. Last sprint (Milestone 1) we worked on creating the bare bones of our MVP. We created a basic space for a player to exist in, the player avatar, enemies, objects, and other things to interact with, and finally the gameplay loop that connects everything together.

To get a more polished feeling for “Diablo 3”, you need the ability to...

- ❖ Run around as your **chosen character**
- ❖ Have **Loading, Menu, and Hud screens** showing whenever appropriate
- ❖ Encounter **enemies** that **drop rewards when defeated**
- ❖ Attack with **various abilities**
- ❖ **Sounds, visual effects, and Animations** where applicable
- ❖ Have the ability to **collect items** in an **inventory**
- ❖ Create **Prototype Level**

Playable Characters - Abilities

User Story

“As the player, I want to choose the kind of hero I’ll be and what kind of skills I specialize in.”

Dependencies

[Player Avatar](#)

[Playable Characters - Avatars](#)

Completion Criteria

- ☐ Players can choose between at least two options that will determine their character’s class.
- ☐ There are unique abilities assigned to each class and can be distinguished between other abilities. (Shooting or swinging)
- ☐ Choosing one of the characters at start loads the player into the starting level with that character and it’s class abilities.

Player Resources

User Story

“As the player I will need to have resources in order to do things. I will need health to live and mana to perform abilities.”

Dependencies

[None](#)

Completion Criteria

- ☐ Player has a health and mana resource pool defined.

HUD Elements

User Story

“As the player I want to be able to see important information on the HUD while I’m playing. I want to know how much health and mana I have left and what abilities I can use. I also want to be able to see objectives and what my current location is.”

Dependencies

[Avatar Health](#)

Completion Criteria

- ☐ System designed to show Objectives and Location on screen.
- ☐ Health & Mana bars both work
- ☐ Ability bar custom to each playable character on screen.

Enemy Functions

User Story

“As an enemy, I want to be able to attack in different ways. Also, I want to be carrying around various objects, if I’m defeated by the player I will drop my objects for them.”

Dependencies

[Health](#)

[Enemy AI](#)

Completion Criteria

- ☐ Enemies that have different behaviors and attacks.
- ☐ Create loot that is dropped by the enemy once defeated.

Non-Playable Characters (Friendly’s)

User Story

“As a player I would like to have NPC’s to interact with as I play. As an NPC I want the player to be able to interact with me.”

Dependencies

[AI’s](#)

Completion Criteria

- ☐ .At least one type of friendly AI that the character can interact with.

Rewards & Loot

User Story

“As the player I want to be rewarded for defeating my enemies and traversing the unknown.”

Dependencies

[Avatar \(Enemy\) Death](#)

[Inventory](#)

Completion Criteria

- ☐ When an enemy AI is killed, it drops some type of loot.
- ☐ Create an object that can be collected as a way for players to find rewards (i.e. Treasure Chests)
- ☐ Devise a way to track obtained loot (see Inventory).
- ☐ Display collected objects in Inventory HUD.

Inventory

User Story

“As the player I need a way to keep track of my collected items in a type of inventory system.”

Dependencies

[Rewards](#)

[HUD](#)

Completion Criteria

- ☐ An Inventory Menu that can be brought on screen by player input.
- ☐ Inventory catalogues all collectable objects; including money, weapons, gear, crafting supplies, and trophies.

Prototype Level

User Story

“As the player I need a way to test out features and experience basic gameplay..”

Dependencies

[Environment](#)

Completion Criteria

- ☐ A bigger testing environment where all the game's features can be displayed and tested.