

Blaze Brigade

- Problem Statement -

SFWR ENG 3XA3 - Section L02
007 (Group 7)

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Video games emerged in 1972 in the form of Pong, and have since then evolved to become one of the world's most popular forms of entertainment. The video game that we will be refurbishing belongs to a very specific genre: tactical simulation games. Tactical RPGs (roleplaying games) first arrived in 1982, and is a descendent of strategy tabletop games, such as chess. The game that we have chosen to refurbish and polish, Tactics Heroes, is largely inspired by a Japanese game series called Fire Emblem, which was released in 1990 by Intelligent Systems and Nintendo. Fire Emblem revolutionized the genre by incorporating RPG elements, and as such, the success of the genre in modern day can largely be attributed to this series.

In its current state, Tactics Heroes has implemented all the basic features of a tactical, turnbased combat game. However, the game currently lacks several additional features that could bring the game into a more polished state. Our goal is to reimplement the game while incorporating these elements to provide the user with a more enjoyable gaming experience and a higher level of entertainment. Such an example is the fact that Tactics Heroes requires a minimum of two players to play the game, but our aim is to open up gameplay to single players as well. This allows for more frequent gameplay and entertainment for its users as it takes away the requirement of having a second player to play against.

The stakeholders of the project include its users, its own developers, and the original developers of Tactics Heroes. Blaze Brigade will serve as a means of entertainment for its developers and its users. The games implementation can also serve as a guideline for Tactics Heroes original developers to further improve their game by incorporating our project's features, as well as modern software development tools and concepts.