

Product Backlog

Team 14

Project Name

Project ZAI - a real-time strategy top-down shooter

Team Members

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Problem Statement

Many of the strategy-based games that exist today only require the player to focus on just a few aspects of the game: resources, time, etc. Often these aspects are the main mechanics of the games which causes them to become stale and easy once the player knows how to overcome the challenges. There exists a gap in the game market for games that employ both this strategic thinking and resource/time management while also have the exciting core mechanics of other genres, such as shooters.

Background Information:

Our target audience consists of gamers who enjoy any or all of the following game genres, real time strategy, building/tower defense, shooters, top down rpg, and survival. We want the game to be easy to pick up but hard to master so our target audience will be more broad.

Some comparable titles include *Terraria*, *DayZ*, and *Don't Starve*. We want our game to have the feeling of trying to survive as a single person while having to micro-manage multiple other people, sort of like being a mayor or commander. We want to deliver a game that is very replayable and has many ways to play. Most of our competitors have only a few of the elements we wish to incorporate into our game.

A big limitation of our game will be a lack of story mode. We simply do not have time to create a story that is both long and well written. This should not be an issue because of the style of game. This may in fact actually be a good thing because much of our target audience may want to jump on a game and play for a while then get off without having to pay attention to plotlines. Also our game will only support English so non-English speakers may have difficulty playing the game. This is combatted with our intention of delivering an easy to understand user interface. This should allow even those that cannot read to be able to figure out the essentials of the game.

Requirements

- Functional Requirements:
 - As a developer, I would like to:
 1. Create multiple different types of enemy AI and have those AI be able to adapt to the player's strategies.
 2. Create a large map with multiple different types of landscape.
 3. Implement in game pausing.
 4. Implement a settings menu.
 5. Implement saving and loading.
 6. Implement a way for NPC's to communicate with the player.
 7. Implement a way for the player to communicate with NPC's.
 8. Design a system to build onto the map.
 9. Design a system to allow players to assign followers to help build.
 10. Implement a day night cycle with different types of monsters spawning in each cycle.
 11. Design a system to decide where to spawn monsters and NPC's.
 12. Design a system to allow the player to persuade NPC's to become their followers.
 13. Design a system to allow the player to command their followers as an army.
 - As a user, I would like to:
 1. Have a tutorial on how to play.
 2. Be able to skip the tutorial if I am not new.
 3. Have an easy to use UI.
 4. Have a customizable UI. (If time allows)
 5. Have an easy to navigate menu screen.
 6. Select a difficulty.
 7. Be able to create or find many different types of weapons.
 8. Be able to build a base.
 9. Be able to recruit new people (followers) to my base.
 10. Be able to assign my followers to tasks.
 11. Fight alongside my followers.
 12. Scavenge for resources to build with.
 13. Explore a large map.
 14. Have to manage a health bar.
 15. Have to manage a food and water bar. (if time allows)
 16. Be able to create my own maps to play on. (if time allows)
 17. Be able to customize my character. (if time allows)
- Nonfunctional Requirements:
 - The game will be supported on Windows.
 - Must be able to be run on older and slower computers.
 - Must have high frame rate.
 - The game will need some art created, but to start with will be simple.