**SDV602 Assignment 1**

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# **Description:**

This game will be a basic zombie storyline game of an airborne virus infecting people causing them to feast on the flesh of other living things. The players are one two brothers who have escaped a fate worse than death and fled to their hunting hut up in the mountains. But it seems they are not the only ones heading for the hut. What dangers come walking up the track!?

The brothers find that something or someone else is bearing down on the hut and are forced to make some decisions to ensure their survival, this requires the game to have:

* Multiple screens that offer and event or new decision when a decision is made via text input
* An inventory which is accessible form the game screen
* The option to select and use items within the inventory
* A map screen showing the general area of play accessible form the play screen
* The option for two players

The game will have a login feature and a storyline which is stored in a database. Using a view view model controller we can display new screens depending on what the user inputs. If a user enters the map or inventory screens then the story the story must save or hold its current state.

# **SDV602 Storyboard**

This will be the main screen when the app is opened. Once the user clicks ‘Play at your peril’ the game will start opening the play screen. I’m hoping after clicking play I am able to bring up a dialog box for the user to enter login details

**Play at your peril**

Inventory Button

Map button

**It’s been one week now since you and your brother had to kill your neighbours and friends in an effort to escape your home town and flee into the mountains to stop a fate worse than death happening to either of you. After the meteorite landed in your home town releasing the contagion the government have called element 115 the infection was very rapid releasing the mysterious element into the air, within hour’s people started to lose control of their minds and started eating the brains of people who were not infected.**

**It is still unknown to you why you or your brother have not been affected by the incomprehensible virus but you take no chances at finding out after seeing your best friend attacked by one of these ‘Zombies’ and almost instantly after, watching his eyes turn glassy glowing blue and running straight at you screaming trying to attack you….Luckily you still had one shot left in your shotgun to quickly detach his head from his body.**

**You and your brother arrived at your family’s hunting hut up in the mountains two days ago after a four day walk across the country. Hungry scared and thirsty the hut was like heaven as it was always full of food and contained water to sustain five people for about 6 months, you don’t trust the spring water. Also the hut is packed full of weapons and ammunition.**

**You and your brother managed to save your two dogs before leaving for the mountains who are happily lying down in front of the open fire.**

**Your brother is asleep in the bunk room, when you hear one of the dogs with a low growl rumbling in his throat, you grab the shot gun and open the door to hear footsteps coming from the bush up the walk track. You shut the door and tell your dogs to be quiet. As the footsteps grow louder coming towards the hut you**

1. **Wake up brother**
2. **Shoot through door**
3. **Open the door and confront whoever it is shotgun at the ready**

This is the start of my game and its storyline. When the user types in either decision A, B or C then the next screen in the story is revealed. Clicking on the map button or inventory button navigates the user to the screen.

# 

Please type here……..

This will be the main screen for the game given the user text interaction to choose what the character should do. There is also a ‘Map’ button which when clicked will show a small map of the characters immediate area. The ‘inventory’ button will take the user to a screen with a list of items and/or weapons for the user to cycle through and choose from

Als

**Map**

River

Hut

Generator

A basic concept of the map screen showing the user the layout of the general area. The back button takes them back the main screen. Note: This will look different ingame

Back button

Forest

Cliffs

Walk track

**Weapons/Items**

**Shotgun**

**Lighter**

**Inventory**

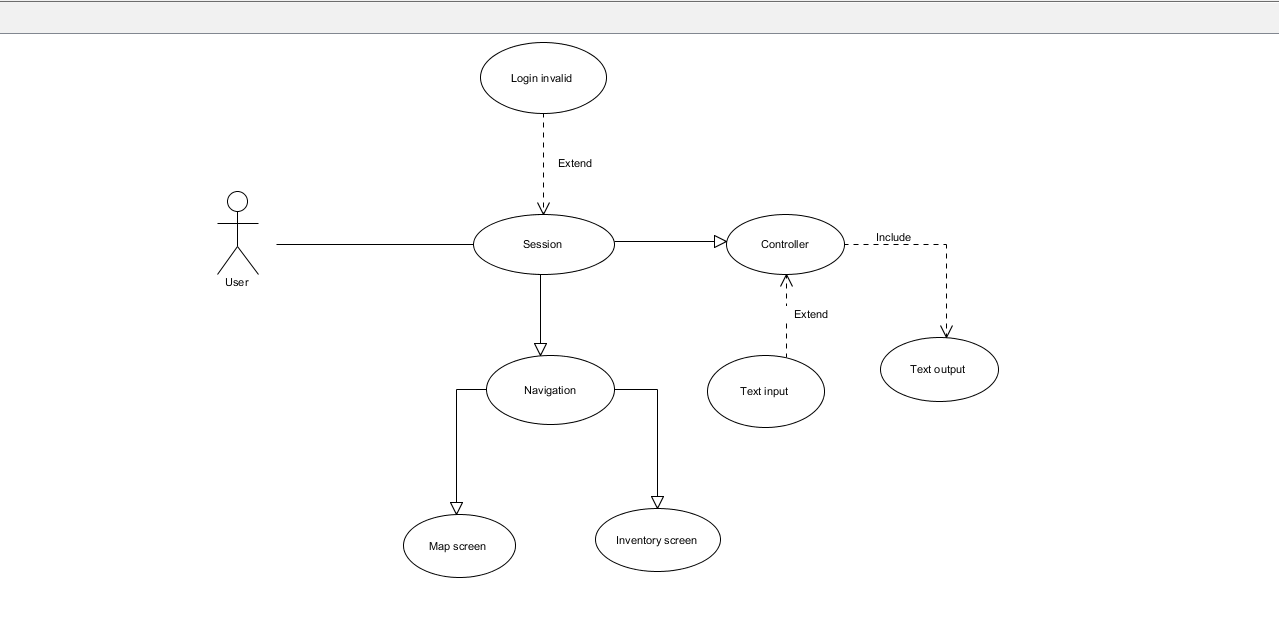
Selected item

This is a basic concept of the inventory screen. When the user highlights a weapon or an item and clicks Select/use the character will be equipped with that weapon or item

**Back button**

**Select/use**

# **Diagrams Uml Diagram**

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