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GDD 3100

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Feature Document

# Priority 1 (Basic Features)

1. Damage: Each level has 3-4 pieces of restaurant furniture (waiting tables, ovens, etc.) If all of the furniture in the level is destroyed, you lose the game.
2. Score: The score will be when you “kill” an enemy (zombie) by feeding them enough condiments. Each death of an enemy will increase your score by 5.
3. Goals/Objectives: Defend the furniture from the zombies by feeding them your condiments. Throughout the game, you can complete certain quests that unlock new weapons. For example, A quest called “Let him cook” will have you a)Shoot and kill at least five zombies in 10 seconds, b) defend 3/4s of the restaurant, and c) Make sure you never run out of ammo.
4. List of Items
   1. Ketchup: Used to feed zombies and kill them by filling them up
   2. Mustard: Slows enemies down.
   3. Condiment puddle: When obtained, a pickup lets you use the mouse to squirt a puddle with a large area of effect of the condiment you have equipped.

# Priority 2

1. Multiple Items:
   1. The player will be able to select the condiment items with the K and M keys.
2. Map: A level overview will be shaped like the restaurant. The map will show the story (level) that the player is currently in.
3. Save/Load feature: Located within the level menu. It will save your progress and resume the player's level before saving.
4. Instructions: Located within the title screen. It uses Panels to give you the basic instructions on how to play the game.
5. Tips: When the player is struggling with the game (defending the waiting tables, for example), the game will suggest different weapons that can be used to help you protect your property better.

# Priority 3

1. Configurable controls: The player can map controls for PS5 and Xbox controllers.
2. Support for blind players: There will be an accessibility feature in the game settings that, when clicked, will provide audio cues for player movement, which condiment weapon they currently have, and whether they beat the level or not.
3. Support for deaf players: Deaf players will have closed captions found within the game through an accessibility feature (in the exact location of the blind accessibility feature). Closed-captioning is included for music and which level the player is currently in.