

Paragon Protector Game Iteration

1. Brainstorm

- a. Style: 3D
- b. Genre: Strategy
- c. Audience: One Game A Month participants
- d. Deadline: 12/31/24
- e. Visual theme: Paragon assets
- f. Main hook: Tower defense game using Paragon assets

2. User Stories

a.

1	<p>Tower Progression</p> <p>Narrative: As the player I want to have tower progression So that I can upgrade towers</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Level up Given that the Wraith tower is about to level up When the Wraith tower levels up Then I will see it turn yellow And I can click on it to select an element for it's damage</p>
2	<p>Enemy Progression</p> <p>Narrative: As the player I want to have enemies progress</p>

	<p>So that they can create a challenge</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New wave</p> <p>Given that a new wave has started</p> <p>When I see the enemies</p> <p>Then they should have a weakness</p> <p>And their stats should increase the higher the wave number is</p>
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3. Tasks

a. Loose Task 1: Create Playtesting Assets

- i. Create Level blueprint L_Main
- ii. Create AGameMode blueprint class BP_TowerDefenseGameMode
- iii. Create APlayerController blueprint class
BP_TowerDefensePlayerController
- iv. Create User Widget blueprint class WBP_TowerList
- v. Create User Widget blueprint class WBP_PlayerHUD
- vi. Create APawn blueprint class BP_PlayerPawn
- vii. Create ACharacter blueprint class BP_TowerBase
- viii. Create ACharacter blueprint class BP_EnemyBase
- ix. Create AActor blueprint class BP_EnemySpawner
- x. Create AActor blueprint class BP_Goal
- xi. Create Animation blueprint class ABP_EnemyBase
- xii. Create Animation blueprint class ABP_WraithTower
- xiii. Create AEnemy child blueprint class BP_MeleeEnemy

- xiv. Create AActor blueprint class BP_TowerSpawn
- xv. Create ATowerBase child blueprint class BP_WraithTower
- xvi. Create Material blueprint M_ValidTower
- xvii. Create Material blueprint M_InvalidTower
- xviii. Create Material blueprint M_Highlight
- xix. Create AActor blueprint class EnemySpawnerV2
- xx. Create AActor blueprint class BP_WraithProjectile
- xxi. Create User Widget blueprint class WBP_WinScreen
- xxii. Create User Widget blueprint class WBP_LoseScreen

b. Story 1: Tower Progression

- i. Create Material blueprint M_Physical
- ii. Create Material blueprint M_Fire
- iii. Create Material blueprint M_Poison
- iv. Create Material blueprint M_Ice
- v. Create Material blueprint M_Lightning
- vi. Create Damage Type blueprint class BP_PhysicalDamage
- vii. Create Damage Type blueprint class BP_FireDamage
- viii. Create Damage Type blueprint class BP_PoisonDamage
- ix. Create Damage Type blueprint class BP_IceDamage
- x. Create Damage Type blueprint class BP_LightningDamage
- xi. Create Material blueprint M_LevelUp

c. Story 2: Enemy Progression

- i. Create ABP_MeleeEnemy child blueprint class BP_FireWeaknessEnemy

- ii. Create ABP_FireWeaknessEnemy child blueprint class
BP_IceWeaknessEnemy
- iii. Create ABP_FireWeaknessEnemy child blueprint class
BP_PoisonWeaknessEnemy
- iv. Create ABP_FireWeaknessEnemy child blueprint class
BP_LightningWeaknessEnemy
- v. Create AActor blueprint class EnemySpawnerV3
- vi. Create AActor blueprint class EnemySpawnerV4
- vii. Create AActor blueprint class EnemySpawnerV5
- viii. Create AActor blueprint class EnemySpawnerV6
- ix. Create AActor blueprint class EnemySpawnerV7