

# Marble Escape Kanban Planning

1. BrainstormStyle:

- a. Style: 3D
- b. Genre: Puzzle
- c. Audience: 1-Button Jam 2024 participants
- d. Deadline: 12/1/24
- e. Visual theme: Modern
- f. Main hook: Move a marble with one button down mazes.

2. User Stories

a.

1	<p>Puzzle Mechanics</p> <p>Narrative: As the player I want puzzle mechanics So that I can solve the puzzle and progress to another level</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New game Given that I started a new game When I press the spacebar I can move the puzzle floor Then I can see the marble move</p> <p>Scenario 2: Alternating Rotation Direction Given that 5 seconds have passed When I see the HUD Then I can see the rotation direction the floor will take And the player can press the spacebar to move the puzzle floor</p>
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2	<p>Level Progression</p> <p>Narrative:  As the player  I want level progression  So that I can see a difficulty change</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Completed a level that is not the last level  Given that I play a level that is not the last one  When I complete it  Then I will see the next level</p> <p>Scenario 2: Completed last level  Given that I play the last level  When I complete it  Then I will see the win screen</p>
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### 3. Tasks

#### a. Story 1: Puzzle Mechanics

- i. Create C++ AGameState class PuzzleGameState
- ii. Create APuzzleGameState blueprint class BP\_PuzzleGameState
- iii. Create AGameModeBase blueprint class BP\_PuzzleGameMode
- iv. Create User Widget Blueprint WBP\_HUD
- v. Create HUD blueprint class BP\_PuzzleHUD

#### b. Story 2: Level Progression

- i. Create Level L\_1
- ii. Create AActor blueprint class BP\_Puzzle\_1
- iii. Create Level L\_2

- iv. Create AActor blueprint class BP\_Puzzle\_2
- v. Create Level L\_3
- vi. Create AActor blueprint class BP\_Puzzle\_3