

Zombie Shootout Kanban Planning

1. BrainstormStyle: 3D

- a. Style: 2D
- b. Genre: Shooter
- c. Audience: 2D gamers
- d. Deadline: 11/22/24
- e. Visual theme: Retro
- f. Main hook: Kill zombies in a city made with pixel art.

2. User Stories

a.

1	<p>Top-down shooter character</p> <p>Narrative: As the player I want to play as top-down shooter character So that I can have an top view of the map instead of a first person view</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New Game Given that I started a new game When I don't press anything Then I can see my character in an idle animation</p> <p>Scenario 2: Movement Given that I started a new game When I press the WASD keys Then I can see my character move And see a jogging animation</p>
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	<p>Scenario 3: Combat</p> <p>Given that I started a new game</p> <p>When I press the left mouse button</p> <p>Then I can see a bullet fire from the gun</p> <p>And hear a shot sound</p>
2	<p>Top-down Enemy Character</p> <p>Narrative:</p> <p>As the player</p> <p>I want top-down enemy characters</p> <p>So that I have a enemy to fight</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New Game</p> <p>Given that I started a new game</p> <p>When I spawn in</p> <p>Then I should see a zombie walk towards me</p>
3	<p>Level Progression</p> <p>Narrative:</p> <p>As the player</p> <p>I want level progression</p> <p>So that I can see progress in the game and it doesn't become stagnant</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Death</p> <p>Given that a zombie is following the player</p> <p>When it makes contact with the player</p> <p>Then the player loses</p> <p>And the level restarts</p> <p>Scenario 2: Wave Difficulty Increase</p> <p>Given that the spawner is at a difficulty spike interval</p> <p>When a new zombie is spawned</p> <p>Then it should take less time for the next zombie to spawn</p> <p>And this repeats until the spawner reaches its minimum spawn time</p> <p>Scenario 3: Zombie killed</p> <p>Given that I just shot at zombie</p>

	When the zombie dies Then I should see an increase in my score
4	Win Condition Narrative: As the player I want a win condition So that I can complete the game Acceptance Criteria: Scenario 1: New Game Given that I started a new game When it makes contact with the player Then I should the score at 0 Scenario 2: Win Given that I am at 990 When I reach 1000 Then I should see win message And an option to replay the game or quit

3. Tasks

- a. Loose Task 1: Create Playtesting Assets
 - i. Create Level L_Main
 - ii. Create AActor blueprint class BP_Map
 - iii. Create C++ AGameModeBase class TopdownShooterGameMode
 - iv. Create TopdownShooterGameMode blueprint class
BP_TopdownShooterGameMode
- b. Story 1: Top Down Shooter Character
 - i. Create C++ APawn class TopdownShooterPawn

- ii. Create APlayerPawn blueprint class BP_TopdownShooterPawn
 - iii. Create InputMappingContext data asset IMC_TopdownShooterContext
 - iv. Create InputAction data asset IA_Move
 - v. Create InputAction data asset IA_Shoot
 - vi. Create C++ AActor class Bullet
 - vii. Create ABullet blueprint class BP_Bullet
- c. Story 2: Top Down Enemy Character
 - i. Create C++ AActor class Enemy
 - ii. Create AEnemy blueprint class BP_Enemy
- d. Story 3: Level Progression
 - i. Create C++ AActor class EnemySpawner
 - ii. Create AEnemySpawner blueprint class BP_EnemySpawner
- e. Story 4: Win condition
 - i. Create Widget Blueprint class WBP_WinScreen
 - ii. Create Widget Blueprint class WBP_HUD