

# Crown & Conquest Game Iteration

## 1. Brainstorm

- a. Style: 3D
- b. Genre: Strategy
- c. Audience: Yogscast Games - Jingle Game Jam participants
- d. Deadline: 12/8/24
- e. Visual theme: Medieval
- f. Main hook: 4X game in medieval times

## 2. User Stories

a.

1	<p>Explore kingdoms</p> <p>Narrative: As the player I want to explore scenario So that I can find new kingdoms for my empire</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Not explorable Given that the raven form is hovering over a kingdom When I select the kingdom and it is not explorable Then I will see a warning message on the HUD saying “Kingdom not explorable. Crown a nearby kingdom first.” And it will disappear after 3 seconds</p> <p>Scenario 2: Explorable Given that the raven form is hovering over a kingdom When I select the kingdom and it is explorable Then I will see a new ui open to tell me current explore state</p>
---	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

2	<p>Expand empire to nearby kingdom</p> <p>Narrative: As the player I want to expand my kingdom So that I can exploit new kingdom</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Not expandable Given that the raven form is hovering over a kingdom When I select the kingdom and it is not expandable Then I will see a warning message on the HUD saying “Kingdom has not been mapped. Explore first.” And it will disappear after 3 seconds</p> <p>Scenario 2: Expandable Given that the raven form is hovering over a kingdom When I select the planet and it is expandable Then I will see a new ui open to tell me the current expand state</p>
3	<p>Exploit kingdoms for the empire</p> <p>Narrative: As the player I want to exploit my kingdoms So that I can get benefits for my empire</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Not exploitable Given that the raven form is hovering a kingdom When I select the kingdom and it is not exploitable Then I will see a warning message on the HUD saying “Kingdom has not been crowned. Expand first.” And it will disappear after 3 seconds</p> <p>Scenario 2: Exploitable Given that the raven from is hovering over a kingdom When I select the kingdom and it is exploitable Then I will see a new ui open to tell me the current exploit state</p>
4	<p>Exterminate kingdoms to allow for expansion</p>

	<p>Narrative:  As the player  I want to exterminate hostile kingdom  So that I can get expand onto the kingdom</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Not exterminatable  Given that the raven form is hovering a kingdom  When I select the kingdom and it is not exterminated  Then I will see a new ui open to tell me the current exterminate state</p> <p>Scenario 2: Exterminatable  Given that the raven form is hovering a planet  When I select the kingdom and it is exterminated  Then I will see a new ui open to tell me the current exterminate state</p>
--	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### 3. Tasks

- a. Loose Task 1: Create Playtesting Assets
  - i. Create Level blueprint L\_MainMenu
  - ii. Create Level blueprint L\_StartingCutscene
  - iii. Create Level blueprint L\_TutorialScene
  - iv. Create Level blueprint L\_GreatPlains
  - v. Create AGameModeBase blueprint class BP\_4XGameMode
  - vi. Create HUD blueprint class BP\_4XHUD
  - vii. Create AActor blueprint class BP\_City
  - viii. Create blueprint function library BP\_FunctionLibrary
  - ix. Create APawn blueprint class BP\_Player4XPawn
  - x. Create AGameInstance blueprint class BP\_RulerGameInstance
  - xi. Create APlayerState blueprint class BP\_RulerState

- xii. Create User Widget blueprint class WBP\_MainMeny
  - xiii. Create User Widget blueprint class WBP\_Logo
  - xiv. Create User Widget blueprint class WBP\_HUD
  - xv. Create User Widget blueprint class WBP\_TutorialMessageBoards
  - xvi. Create User Widget blueprint class WBP\_WinScreen
- b. Story 1: Explore kingdoms
  - i. Create User Widget blueprint class WBP\_Explore
- c. Story 2: Expand empire to nearby kingdom
  - i. Create User Widget blueprint class WBP\_ExpandUI
- d. Story 3: Exploit kingdoms for the empire
  - i. Create User Widget blueprint class WBP\_ExploitUI
- e. Story 4: Exterminate kingdoms to allow for expansion
  - i. Create User Widget blueprint class WBP\_ExterminateUI