

Zombie Rampage Kanban Board Planning

1. Brainstorm:

- a. Style: 3D
- b. Genre: Shooter
- c. Audience: Zombie game lovers
- d. Inspirations: Endless Zombie Rampage 2
- e. Deadline: 10/20 11:59pm 14 days
- f. Visual theme: Retro text, Low Poly map, IMVU/GTA character model, PUBG guns,
- g. Main hook: The player has a variety of playstyles to choose from in order to complete the game.

2. User Stories

a.

1	<p>Player Safe Haven</p> <p>Narrative: As the player I want a safe haven So that I can feel prepared for future challenges</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New Game Given that I started a new game When I spawn Then I should be in the player safe haven And see the tutorial character Raul</p>
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	<p>And see the introduction dialogue</p> <p>Scenario 2: Finished Introduction Dialogue Given that I finished the introduction dialogue When I receive the starting weapon Then I should be able to select a quest for the day</p> <p>Scenario 3: Finished Selecting Quest Given that I finished selecting a quest for the day When I resume control of the character Then I should be able to see Raul in the safe haven And move my character</p> <p>Scenario 4: Interacting with Raul Given that I moved to Raul When I approach near him Then I should be prompted a key/button to interact And see the safe haven buy menu</p> <p>Scenario 5: Buy Health Pack w/ not enough EXP Given that I don't have enough EXP When I select Buy Health Pack Then I should see an error saying "Not enough EXP"</p> <p>Scenario 6: Buy Health Pack w/ enough EXP Given that I do have enough EXP When I select Buy Health Pack Then I should see an increase in my health packs by 1 And see the price of the health deducted from my EXP balance</p> <p>Scenario 7: Buy Weapons Given that I am interacting with Raul When I select Buy Weapons Then I should see the weapon's menu</p> <p>Scenario 8: Purchase Weapon w/ not enough EXP Given that I don't have enough EXP When I select a weapon Then I should see an error saying "Not enough EXP"</p> <p>Scenario 9: Purchase Weapon w/ enough EXP Given that I do have enough EXP When I select a weapon Then I should see the weapon marked as purchased</p> <p>Scenario 10: Buy Perks</p>
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	<p>Given that I am interacting with Raul When I select Buy Perks Then I should see the perk's menu</p> <p>Scenario 11: Purchase Perk w/ not enough EXP Given that I don't have enough EXP When I select a perk Then I should see an error saying "Not enough EXP"</p> <p>Scenario 12: Purchase Perk w/ enough EXP Given that I do have enough EXP When I select a perk Then I should see the perk marked as purchased</p>
2	<p>First Person Shooter Experience</p> <p>Narrative: As the player I want a first shooter experience So that I can feel immersed in engaging combat with intuitive controls & HUD</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Selected Daily Quest Given that I selected a daily quest When the quest selection menu closes Then I should see my HUD</p> <p>Scenario 2: Left Safe Haven Given that I left the player safe haven When I resume control of the character Then I should be able to use a gamepad or mouse & keyboard to move the character</p> <p>Scenario 3: Shooting Outside the Player Safe Haven Given that I have control of the character & left the player safe haven When I press the input to shoot Then I should see a visual indicator on the weapon And see an ammo update in the player's HUD</p> <p>Scenario 4: ADS Given that I have control of the character When I press the ADS input Then I should see the iron sights of my weapon in my field of</p>

	<p>view</p> <p>Scenario 10: Reload w/ Full Magazine Given that I have control of the character & a full magazine When I press the reload input Then I should not see a reloading animation</p> <p>Scenario 11: Reload w/ Not Full Magazine Given that I have control of the character & not a full magazine When I press the reload input Then I should see a reloading animation</p> <p>Scenario 12: Standing Movement Given that I have control of the character & standing When I press the movement inputs Then I should see the standing animations</p>
3	<p>Player Progression</p> <p>Narrative: As the player I want player progression So that I can feel engaged in my characters development</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New Game Given that I completed the introduction dialogue When I resume control of the character Then my HUD should display “Day 1”</p> <p>Scenario 2: Kill Zombie Given that I have control of the character & outside the player safe haven When I kill a zombie Then I should be rewarded EXP based on the zombie variation</p> <p>Scenario 3: Complete Quest Given that I returned to the player safe haven When I interact with Raul Then the active quest is complete And I am rewarded EXP based on the day & quest</p> <p>Scenario 4: Mutation Days Given that I am outside the player safe haven When I am on a mutation day</p>

	<p>Then I should be alerted about a new zombie variation</p> <p>Scenario 5: Day Progression</p> <p>Given that I am at the player safe haven</p> <p>When I complete a quest</p> <p>Then I should be able to interact with Raul to end the day</p>
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3. Tasks

a. Loose Tasks (1 hour)

i. Construct the main menu

1. Create Level ZombieRampage_MainMenu
2. Create WBP_MainMenu
3. Import JacquardaBastarda9 Font
4. Configure ZombieRampage_MainMenu's Level Blueprint
5. Create a AGameInstance blueprint class BP_GameInstance
6. Import RailwayStation Texture
7. Create Structure DifficultyData
8. Create Blueprint Function Library UtilityFunctions

ii. Create playtesting assets

1. Create Level ZombieRampage_RailwayStation
2. Create the ACharacter C++ class Base
3. Create the ABase C++ class PlayableCharacter
4. Create the Input Mapping Context IMC_InputMappings
5. Create the APlayableCharacter blueprint BP_Raul
6. Create the APlayerController C++ class

ZombieRampagePlayerController

7. Create the ZombieRampagePlayerController blueprint
BP_PlayerController
8. Create Input Actions IA_MoveForward, IA_MoveRight,
IA_LookUp, & IA_LookRight
9. Create the AGameModeBase C++ class SinglePlayer
10. Create the SinglePlayer blueprint BP_SinglePlayer

b. Story 1: Player Safe Haven ()

- i. Create the ABase blueprint BP_Trader
- ii. Create the Animation blueprint ABP_Trader
- iii. Create WBP_IntroductionDialogue
- iv. Create WBP_QuestSelection
- v. Create structure QuestData
- vi. Create APlayerState C++ class ZombieRampagePlayerState
- vii. Create the ZombieRampagePlayerState blueprint
BP_ZombieRampagePlayerState
- viii. Create blueprint AActor BP_InteractionTriggerBox
- ix. Create WBP_TraderMenu
- x. Create Struct GunData
- xi. Create Struct PerkData
- xii. Create Struct Inventory
- xiii. Create AActor blue class Gun
- xiv. Create UActorComponent AC_TriggerComponent
- xv. Create AGun blueprint BP_Berreta8000 (Pistol 1)

- xvi. Create AGun blueprint BP_Glock17 (Pistol 2)
- xvii. Create AGun blueprint BP_UZI (SMG 1)
- xviii. Create AGun blueprint BP_M16 (AR 1)
- xix. Create AGun blueprint BP_Remington870 (Shotgun 1)
- xx. Create AGun blueprint BP_SteyrSSG69 (Sniper 1)
- xxi. Create AGun blueprint BP_M249 (LMG 1)

c. Story 2: First Person Shooter Experience ()

- i. Create WBP_ZombieRampage_HUD
- ii. Create Animation blueprint ABP_PlayableCharacter
- iii. Create Input Actions IA_Shoot
- iv. Create Anim Montage AM_Fire
- v. Create ACharacter blueprint BP_Grunt
- vi. Create Animation blueprint ABP_Grunt
- vii. Create AActorSpawnPoint BP_SpawnPoint
- viii. Create Blackboard BB_ZombieAI
- ix. Create Behavior Tree BT_ZombieAI
- x. Create BBTask_PlayMontage
- xi. Create BBTask_PerformLineTrace
- xii. Create AAIController blueprint BP_ZombieController
- xiii. Create Input Action IA_ADS
- xiv. Create ANavLinkProxy blueprint BP_ZombieJumpProxy

d. Story 3: Player Progression ()

- i. Create AActor blueprint BP_DefendZone
- ii. Create AnimMontage AM_Beretta8000Fire
- iii. Create AnimMontage AM_Beretta8000Reload
- iv. Create AnimMontage AM_UZIFire
- v. Create AnimMontage AM_UZIReload
- vi. Create AnimMontage AM_Remington870Fire
- vii. Create AnimMontage AM_Remington870Reload
- viii. Create AnimMontage AM_Glock17Fire
- ix. Create AnimMontage AM_Glock17Reload
- x. Create AnimMontage AM_M16Fire
- xi. Create AnimMontage AM_M16Reload
- xii. Create AnimMontage AM_SteyrSSG69Fire
- xiii. Create AnimMontage AM_SteyrSSG69Reload
- xiv. Create AnimMontage AM_M249Fire
- xv. Create AnimMontage AM_M249Reload
- xvi. Create AActor blueprint BP_SearchItem
- xvii. Create BP_Grunt child blueprint BP_ChickenRunner
- xviii. Create ABP_ChickenRunner

