

# The Last Petals of Spring Kanban Planning

## 1. Brainstorm:

- a. Style: 2D
- b. Genre: Visual Novel
- c. Audience: Visual novel readers & Yuri fans
- d. Deadline: 11/31/24
- e. Visual theme: Anime
- f. Main hook: Protagonist recalls treasured memories and has 3 women to choose from.

## 2. User Stories

### a.

1	<p>Narrative Progression System</p> <p>Narrative: As the player I want a narrative progression system So that I can read the plot of the novel</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New game Given that I started a new game When I press play Then I should see the Scene 1: Dreaming At Home</p> <p>Scenario 2: Dialogue Progression Given that I reading a dialogue When I click next Then I should see a new dialogue</p>
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	<p>Scenario 3: Ending</p> <p>Given that I am at the last dialogue</p> <p>When I click next</p> <p>Then I should see the ending scene</p> <p>And credits</p>
2	<p>Contextual Dialogue System</p> <p>Narrative:</p> <p>As the player</p> <p>I want the dialogue system to be contextual</p> <p>So that I can feel the emotion of the scene</p> <p>Acceptance Criteria:</p> <p>Scenario 1: Expression</p> <p>Given a novel character is expressing an emotion</p> <p>When I read the dialogue</p> <p>Then I should be know the expression of the character</p>
3	<p>Adaptive Audio System</p> <p>Narrative:</p> <p>As the player</p> <p>I want there to be adaptive audio</p> <p>So that I can hear the atmosphere of the scene</p> <p>Acceptance Criteria:</p> <p>Scenario 1: New Game</p> <p>Given that I started a new game</p> <p>When I see the main menu</p> <p>Then I should hear background music that matches the mood of the novel</p>

### 3. Tasks

- a. Loose Tasks 1: Create playtesting assets
  - i. Create Level blueprint L\_Main
  - ii. Create User Widget Blueprint blueprint class WBP\_MainMenu
  - iii. Import Font Face F\_MainFontFace

- iv. Create Font F\_MainFont
- b. Story 1 Narrative Progression System:
  - i. Create User Widget Blueprint blueprint class WBP\_Scene1
- c. Story 2 Contextual Dialogue System:
  - i. Create User Widget Blueprint WBP\_DateChoice
  - ii. Create AGameModeBase blueprint class BP\_NovelMode
  - iii. Create AGameStateBase blueprint class BP\_LastPetalsOfSpringState
  - iv. Create User Widget Blueprint WBP\_RinaDateScene
  - v. Create User Widget Blueprint WBP\_KaedeDateScene
  - vi. Create User Widget Blueprint WBP\_MioDateScene
- d. Story 3 Adaptive Audio System:
  - i. Create Sound Cue SC\_Music