

					High	Med	Low		navigate through a map and identify clues that will help them solve a murder mystery. (This game is similar to Clue.)	
	Ref #	System Name	Feature	Feature Specifics	Priority	Difficulty	Risk	Comments		
	F001	PlayerCharacter								
	F001A		Movement	Walk	High	Low	Low	Completed	The player can walk, run, and shoot	
				Interact	High	Low	Low	W.I.P	Walking/running/interacting is essential for them to gather clues, hence the "high" priority.	
				Shoot	High	Low	Low	Completed	Shooting is required for a fps.	
				Thorw Tactical	Med	Med	Med	Different tacticals and lethals to include and pick from. (W.I.P)	Tactical is something that should be apart of the base game.	
				Throw Lethal	Med	Med	Med	W.I.P		
					Low	High	Low		Not necessary for the game, but movements like this make the game much better. Hence the low.	
					Low	High	Low			
				Melee	Med	Med	Low	W.I.P		
				Weapon Switch (primary/sec	Low	Med	Med	W.I.P		
	F001B		Gameplay	Lives	Low	Low	Low	A potential system to add that gives you extra lives as the rounds progress harder.		
	F001C		Camera							
				First Persion View	High	Low	Low	Completed		
	F002	UI								
				Health Bar	Med	Low	Low	Completed for Enemy		
				Points System	Med	Low	Low	W.I.P		
				Damage System	Low	Med	Low	Completed		
				Map	Med	Med	Med	Can be difficult to implement properly, may need live updates, etc.		
				Ammo	Med	Low	Low			
	F003	ZombieAI								
	F003A		Movement						Overall, suspect interaction is not necessarily needed but the game would be greatly improved by having it.	
			Walk	High	Low	Low	Completed			
	F003B		Gameplay							
				Health	High	Low	Low	Completed		
				Damage Amount	High	Low	Low	Completed		
	F006	Map								
			Explorable Map							
				Buildings	High	Med	High	W.I.P	Buildings are the main subject of exploration, so they are high priority.	
				Roads	Med	Med	Low	W.I.P	If roads cannot be implemented, then a button to navigate between buildings can be used. Nonetheless, roads would be ideal. So this is of medium priority.	
				Candles/Lighting	Low		Med	W.I.P		
			Interactibles							
				Doors	Low	Med	Med	W.I.P	Doors can be low priority because we can have characters walk through door frames into new areas without needing to interact with doors.	
				Items	High	Med	High	W.I.P		
				Obstacles	Med	Med	Low	W.I.P		
								We have assets for the maps	just need to combine maps into one big map	
	F008	Gameplay								
			Stage Progression							
				Increase Stage	High	Low	Low	W.I.P	Moving from level to level is important to the final game but can be implemented after the individual levels are made	
				Restart Game	High	Low	Low	W.I.P	It's important to be able to restart the game	
				Zombie Wave Spawn	High	Med	Low	W.I.P		
				Zombie Tracker	High	Med	Low	W.I.P		
	F009	Weapon System								
			Attachment System							
				Extended Magazine	Low	High	Med	Completed		
			REMOVED							
				Grips	Low	High	Med	Completed		
				Stock	Low	High	Med	Completed		
				Bullet Modifiers	Low	Med	Med	Completed		
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