

# C++ Game

1/20/2015

# Contact Info

Mat Fukano - [mfukano@ucsc.edu](mailto:mfukano@ucsc.edu) (Product Owner)

Ryan Gliever - [rgliever@ucsc.edu](mailto:rgliever@ucsc.edu)

Craig Collins - [chcollin@ucsc.edu](mailto:chcollin@ucsc.edu)

Alexander Buc - [abuc@ucsc.edu](mailto:abuc@ucsc.edu)

# Project Release Plan

It is our goal to develop a top down 2D survival game using C++.

# Project Release Plan - User Stories

- Sprint 1
  - User Story 1: As a gamer, I want to be presented with a menu when I start up the game. (5)
  - User Story 2: As a gamer, I want to be able to use the keyboard so that my character moves. (1)
  - User Story 3: As a gamer, I want a procedurally generated open world so that I may explore it. (21)

# Project Release Plan - User Stories

- Sprint 2
  - User Story 1: As a gamer, I want to be able to collect and use items that I find in the world. (13)
  - User Story 2: As a gamer, I want the open world to have enemies to add challenge to the game. (17)
  - User Story 3: As a gamer, I want the time of day to affect the lighting of the game world so that it changes gameplay. (18)
  - User Story 4: As a gamer, I want to be able to hide from enemies so that I can survive. (13)

# Project Release Plan - User Stories

- Sprint 3
  - User Story 1: As a gamer, I want to be able to do missions so that I can unlock other items, etc. to use in the game. (21)
  - User Story 2: As a gamer, I want controller support so that controls are more intuitive. (18)
  - User Story 3: As a gamer, I want multiplayer so that I can play locally with my friends. (21)
  - User Story 4: As a new player, I want tutorials so I can understand the mechanics of the game. (13)

# Project Release Plan - Architecture

- Procedurally generated open world, with sub-levels included
- Challenging survival mechanics
  - Hiding / limited resources
  - Non-player enemies and mentors
  - Day / Night lighting shifting
    - Object interaction (flashlight / lantern)
    - Other gameplay changes between night and day
- Inventory and crafting system
- Potential multiplayer
- Questing and rewards / Endgame

# Project Release Plan - Challenges

- Platform / Framework - Must learn capabilities as well as limits
- Procedural world generation
- Variance in item use
- AI for enemy behavior / Detection system
- Controller support
- Multiplayer implementation



# Project Release Plan - Technologies

- Visual Studio
- C++ 2D game engine