Release Plan

Product: "Not Zombies" (2D C# Game)
Team: C.C.R.A.M.
To be released in late March
Revision 2.0
2/3/2015

High-level goals:

We hope to create a top down 2D survival game using C++ and an established game engine. Our goals are to create a challenging game using game mechanics such as procedural world generation, day/night cycle, hiding from and fighting enemies, finding and using resources, items and weapons, and having the game scale in difficulty as it is played (end game). We hope to implement controller support and local co-op so the game can be picked up easily and played with friends. We also hope to have clean and simple graphics and sound effects for a pleasing overall gameplay experience.

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 large map with different regions so that I can explore it. (21)
  - User Story 4: As a developer, I want a conceptual map so that implementing it in game will be easier. (8)
  - User Story 5: As a gamer, I want to be able to pick up and use items like weapons and consumables so that I can feel a sense of survival in the game. (15)
    - Must implement HP for consumables and damage for weapons.
    - Also must have inventory.
  - User Story 6: As a developer, I want to implement an inventory with a weight limit so that the player can only have limited items at the same time. (15)
  - User Story 7: As a gamer, I want walking and other animations so that the game is more immersive. (13)
    - Walking
    - Using items
    - More animations later (opening containers, enemy animations, night/day)
  - User Story 8: As a developer, I want to move between regions of the whole map so that I can load only a portion of the map at any time to minimize latency. (8)
    - Saving player attributes (health, inventory, etc.) between scenes.
- 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)
    - User Story 5: As a gamer, I want to be able to loot bodies and open containers to find items so that there is a sense of searching in the game. (13)
- 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 new player, I want tutorials so I can understand the mechanics of the game. (13)
  - User Story 3: As a gamer, I want controller support so that controls are more intuitive. (18)
  - User Story 4: As a gamer, I want multiplayer so that I can play locally with my friends. (21)
  - User Story 5: As a gamer, I want better graphics/art style and animations so that the game is smooth and nice to look at. (15)
  - User Story 6: As a gamer, I want sound effects and music so that the game is not boring and noiseless. (18)

Product Backlog:

- Be able to organize items in the inventory (drag and drop), and have "hand" and "pocket" slots for quick-swap in the game.
- Have a night and day system that affects lighting thus changing gameplay throughout the game (need for flashlight, hiding from enemies, etc.)
- AI factions that may fight one another and/or attack you if you get too close. These "bandit camps" can have certain resources that you may want or need.
- Satirical plays on different zombie games (DayZ, PvZ, Dead Rising, etc.) and the final realization that you are, in fact, a zombie. (time permitting)