Software Requirements and Design Document

For

Group <18>

Version 1.0

Authors:

Sophia Keezel

Jason Ragans

Shivraj Khatwani

Gabriel Mannheimer

1. Overview (5 points)

The Infected Lands - A 2D RPG game including turn-based movement to find different methods of escape utilizing materials/weapons that are collected. Some features include character customization, grid-based movements, enemy/player classes, and crafting weapons. *The Infected Lands* is inspired by survival games such as *The Last of Us, Zelda,* and *Final Fantasy.*
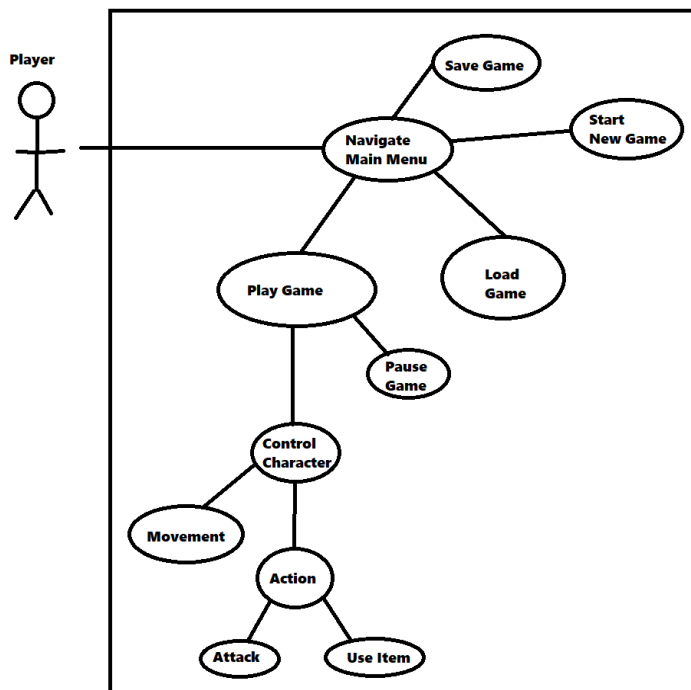
2. Functional Requirements (10 points)

1. 2D Grid - allowing both the player and zombies to move around - High Priority
2. Player and Zombie specializations.
3. Collectible items and materials for the player to use and craft with.
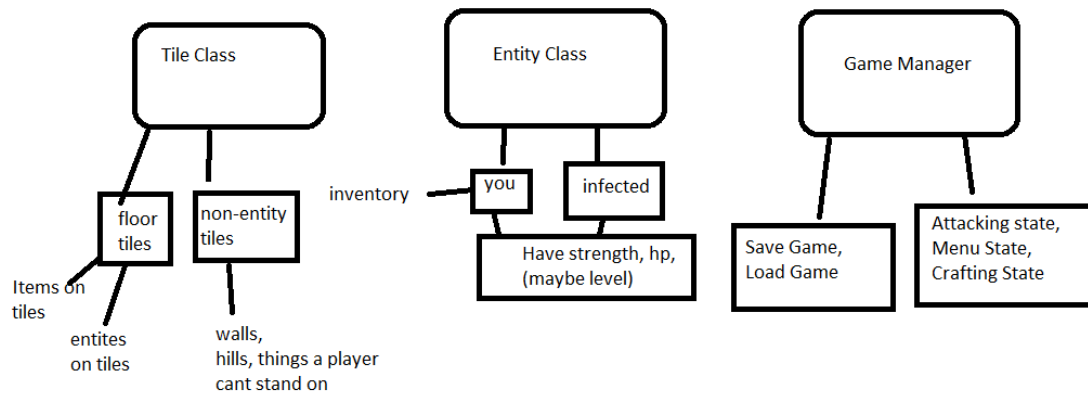4. Crafting items to make weapons, health kits, food, etc
5. Player UI

3. Non-functional Requirements (10 points)

- Character Designs
- Music and background
- Save your current spot and items in inventory (maybe)

4. Use Case Diagram (10 points)

5. Class Diagram and/or Sequence Diagrams (15 points)

Tile Class
- floor tiles
  - Items on tiles
  - entites on tiles
- non-entity tiles
  - walls, hills, things a player cant stand on

Entity Class
- inventory
- you
- infected
  - Have strength, hp, (maybe level)

Game Manager
- Save Game, Load Game
- Attacking state, Menu State, Crafting State

6. Operating Environment (5 points)

- The environment the software will operater on is on a PC, any PC, or on a website like Itch.io so more people can play and may not have to download the game

7. Assumptions and Dependencies (5 points)

- The main issues are the unity learning curve and building a game around that.