**Software Requirements and Design Document**

**For**

**Group 2**

Version 1.0

**Authors**:

Melanie B

Harrison G

Julio S

Alora C

Jacob P

# Overview (5 points)

The Labyrinth is a puzzle-solving game following an individual who has passed away, but is unaware of their passing. The goal of the user is to escape from a strange, unknown house by traversing the environment, solving challenging puzzles, and learning the truth about their situation. The puzzles in the game are opened based on exploring different objects in the room that follow the user’s life. The user will then use this knowledge and items found to unlock different areas of the house while slowly piecing together their situation in order to find the way out, and into the next plane of existence.

The game consists of five rooms with puzzles and a final room which will have mostly art. The game begins in the living room, and with its puzzles, you can unlock the front facing door to the bedroom and the right door to the kitchen. After these two rooms, you can unlock the left door in the living room which leads to the loft-library area, and you can go to the bathroom that’s connected to the bedroom. In the end, you’ll unlock the room in the loft, which will lead to the backward, the end of the game.

# Functional Requirements (10 points)

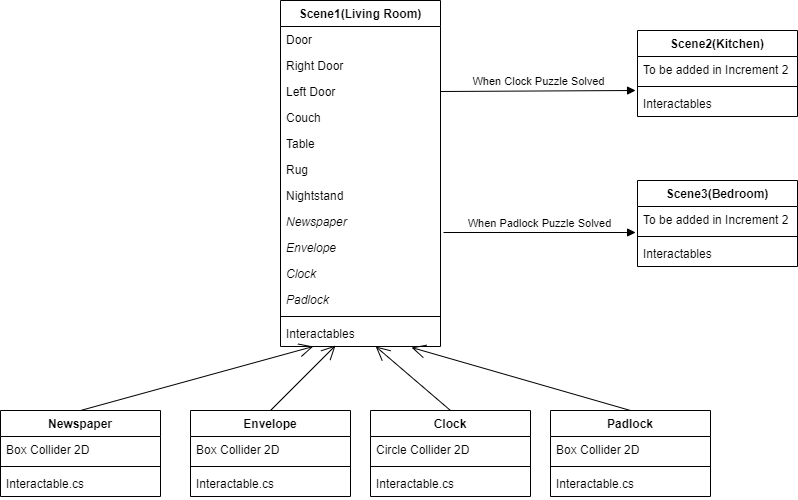
1. System should allow users to enter the scene and click on the objects in the room in order to open different puzzles and find clues. (High)
2. When the letter object is pressed, an image with the contents of the letter should be displayed. (Low)
3. When the clock object is pressed, the image of the clock should expand allowing the user to select the hands in order to change the time. (Medium)
4. When the hands are moved to the correct time, the game should close out of the clock and the right door should unlock. The clock will then be locked at the correct time (10:30), signifying that the user has entered the correct answer and the puzzle is finished. (Low)
5. When the newspaper is pressed, the newspaper image should expand allowing the user to read the newspaper in order to search for clues. (Low)
6. When the padlock is pressed, the full image of the padlock should appear to allow the user to interact with it. (Medium)
7. When numbers are pressed on the padlock, they should appear on the padlock’s screen above the numbers. (Low)
8. When the correct numbers are entered, the game should close out of the padlock and have it disappear from the door, signifying it has been unlocked and the user has gotten the puzzle correct. (Low)
9. When the user wants to exit a puzzle or image, they can select ‘x’ inside the red circle in the upper right corner; this should close the puzzle or image. (Medium)
10. No other objects in the room should do anything when clicked or pressed. (Low)
11. After a door is unlocked, clicking on the door should allow the user to move to another room/scene. (High)

# Non-functional Requirements (10 points)

1. The system should allow anyone who has downloaded the game and has a Windows 10 system to play the game.
2. The system will allow each user to have and maintain their own progress; a user will not be able to access the progress of other users (i.e. each user will be working off of their own account/system; not a multiplayer game).
3. The system should run smoothly from beginning to end with no crashes or unexpected exits.

# Use Case Diagram (10 points)

# Class Diagram and/or Sequence Diagrams (15 points)

**

**

**

**

# Operating Environment (5 points)

The program will run on computers with Windows 10 installed. An internet connection will not be required to use the software. Since the program is self contained, it should not interfere with the operations of any other applications that may be concurrently running.

# Assumptions and Dependencies (5 points)

We assume that the end-user will have a Windows 10 machine capable of running a game with low-intensity assets. The machine does not have to be high end but it must be capable of displaying low graphics, as the art is not extremely detailed nor very demanding on the GPU. We expect the end-user to have an audio output device, either built into the machine or a speaker system.