Game Development

Project :SWE 150

Run for life

User Requirement:

In this game a hero soldier can run, shoot and stab enemy soldiers. A group of terrorist captured some Innocent people and imprisoned them to murder.The hero soldier needs to save them to complete his mission.

System Requirement:

\*Funtional Requirements:

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| 1.User input for the hero soldier movements . |
| 2.Load the images and texture,music to play or to display. |
| 3.Save or load the bullet and move the bullet on user input. |
| 4.Maintain time to placing enemies on both side of hero soldier. |
| 5.Game menu,game win, game over etc. loop should be maintained. |
| 6.Game platform (Operating system-“Windows & linux”). |

\*Non-funtional Requirements:

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| 1.The game should be playable for the age above 10 years old. |
| 2. Use a small memory to run the game. |
| 3.Movement of soldier and enemies should be smooth. |
| 4.Graphical view of score and other information should be user. friendly. |
| 5.The game’s Performance,capacity,reliability . |