

# 1 Functional requirements

## 1.1 - View menu

**Scenario:** View menu

**Trigger:** The user starts the application.

**Precondition:** None

**Basic path:** The user starts the application. When the app launches, the menu will be shown.

**Status on completion:** The game activity should be started and loaded and the menu should be shown

## 1.2 - See the highscore

**Scenario:** View Highscore

**Trigger:** The user chooses to see the highscore

**Precondition:** User is viewing an annotation written by another user, user is logged in

**Basic path:** The user goes to the highscore-scene. When the scene loads the highscores are listed.

**Exceptional path:** There are no highscores registered. An empty list is shown.

**Status on completion:** The high-score list is shown.

## 1.3 - Play game

**Scenario:** Play game

**Trigger:** The user starts the game

**Precondition:** Application has started and is loaded

**Basic path:** The user starts the game. When the game launches the world, player, enemies and static objects will be shown.

**Status on completion:** The game is started and the entities start moving

## 1.4 - Move the player controlled object

**Scenario:** Play game

**Trigger:** The user tilts his/her device

**Precondition:** The game is running

**Basic path:** The user tilts his/her device and the user controlled object moves accordingly

**Exceptional path:** The user controlled object collides with another object. See 1.5 and 1.6.

**Status on completion:** The player has moved.

## 1.5 - Collision with walls

**Scenario:** Play game

**Trigger:** An entity collides with a wall.

**Precondition:** The game is running, and there are at least one wall and entity.

**Basic path:** An entity is approaching a wall, and just as it will intrude on the wall, a collision occurs and the entity bounces off the wall.

**Status on completion:** The entity continues in a different direction.

## 1.6 - Collision with enemies

**Scenario:** Play game

**Trigger:** Player collides with an enemy.

**Precondition:** The game is running, and there is at least one enemy on the map

**Basic path:** The player is approaching another object, and just as it will intrude on the other object, a collision occurs and the player dies.

**Status on completion:** The game is over. See 1.8.

## 1.7 - Moving enemies

**Scenario:** Play game

**Trigger:** The user starts the game.

**Precondition:** The game is running.

**Basic path:** As soon as the game is started, enemies will begin to spawn and start to move towards the player.

**Status on completion:** Enemies are on the map and moving towards the player.

## 1.8 - Game Over

**Scenario:** Play game

**Trigger:** The user dies/loses.

**Precondition:** The game is running.

**Basic path:** The player is killed by an enemy and the game stops.

**Status on completion:** The store highscore screen is shown.

## 1.9 - Store Highscore

**Scenario:** Play game

**Trigger:** The game ends.

**Precondition:** The user has just lost a game and have reached a top 10 score.

**Basic path:** The user enters his name and the score is saved.

**Status on completion:** The high-score list is shown.

## 1.10 - Pause the game

**Scenario:** Play game

**Trigger:** The user pauses the game.

**Precondition:** The game is running

**Basic path:** The user chooses to pause the game

**Exceptional path:** The user gets a call

**Status on completion:** The game is paused