

Group 05

# Warmage Armageddon Requirement Analysis

Cizek, Daniel  
Younan, Brian  
Higuchi, Yuichi  
Molina, Alex  
Wong, Derek

## Product Description

A multiplayer game (2 and 4 players). The game is a hybrid between a turn based and real time strategy game. Players determine actions in a turn based format, but the actions are performed in a parallel fashion. The whole game-product will include an online profile management system and a ranking system.

## Vision

### **Problem Statement:**

People do not have experience with this type of game, so this game is being made to remedy that issue.

### **Goals**

To provide a fun experience to players through multi-player gameplay.

### **Features**

- Single player interface
- Multiplayer gameplay
- Connection over a network
- Website for tracking game information

### **Requirements**

System must have Java

### **Constraints**

A limited amount of time (Must decide between extended functionality and expanded content)

## Use Cases

### **Playing a match**

#### Scope

- Main Game Client

#### Level

- User intends to play a match

#### Primary Actor

- Individual Player

#### Stakeholders and Interests:

- Player: Wants to compete for victory (2-4 players)
- Game Database: Wants to record accurate statistics of the match

#### Preconditions

- Must have a user account

#### Success Guarantee

- One of the players must obtain victory

#### Main Success Scenario

### **User**

1. User opens client
3. Provides identification information and confirms

### **System**

2. System begins execution of program
4. Confirms identity and loads information

5. User selects spell loadout and mercenary units
  6. User queues up for a multiplayer gamer
  7. System presents match
  8. User confirms match and enters said match
  9. User experiences turn
  10. System processes turns
- Repeat steps 9-10 until victory achieved by single player

### Extensions

- a. At any time user may exit the program
  - b. At any time the system fails
- 4a. If system authentication fails, repeat step 3.
- 9a. If all other players exit, the user gets victory.

### Schedule

First Iteration:

Have a simplified version game match which only includes two local players.

Second Iteration:

Have a completed use case.

### Glossary

Mercenary Units - small groups of powerful units that the user brings into the match

Spell Loadout - a selection of spells the user brings into a match