

Requirements Document

1 Introduction

ZIGZAG. The rules of the game are very simple. Stay on the wall and do as many zigzags as you can! Just tap the screen to change the direction of the ball. Try not to fall off the edges! How far can you get?

2 User Requirements

2.1 Software Interfaces

The application will be created using Unity3D engine. Target platform is Android devices.

2.2 User Interfaces

The idea of the game is simple. Player's character constantly moves forward with increasing speed and to avoid obstacles and falls player can change movement direction by touching the screen. The goal is to get as high score as possible by surviving longer and picking up bonuses. The player can check high score and other statistics in corresponding menu and change the game's visual style.

2.3 User Characteristics

The game is being developed as a typical "Time Killer" for Android users. The rules and controls are very simple but the further you advance in the game, the more challenging it gets. The application does not have any age restrictions.

2.4 Assumptions and Dependencies

The application requires Android version 4.3 and higher to run.

3 System Requirements

3.1 Functional Requirements

Application has several stages:

1. Main menu shows at application start. User can perform several actions:
 - 1.1. Start the game.
 - 1.2. Change game's visual style.
 - 1.3. Open Statistics.
2. Gameplay. This stage shows when user starts a new game. The beginning of the level is generated and player's character is placed at

the start point and after first click starts moving forward. Gameplay description:

- 2.1. Players' character constantly moves forward.
- 2.2. Character's speed increases the further player progresses.
- 2.3. Player can change the direction of movement by tapping the screen.
- 2.4. Player can pick up bonuses to increase final score.
- 2.5. When player loses by falling off the wall a statistics screen shows up and player can choose between going to main menu and playing again from the beginning.
3. Statistics. Displays player's current high score as well as some other details. For example, how many games were, total pickups, point, etc.

3.2 Non-Functional Requirements

1. Android OS support.
2. Simple and stylized 3D graphics.

3.2.1 SOFTWARE QUALITY ATTRIBUTES

Application size should not exceed 50 MB to attract more users to the project. Application should have various colorful yet not distracting backgrounds and FX.