

Requirements Document

1 Introduction

The project name is “Steal n run mobile”. This is an arcade game for android. The gameplay is similar to classic “Lode Runner” game. Player’s character collects gold and avoid enemies. Player can dig pits in the ground.

2 User Requirements

2.1 Software Interfaces

1. OpenGL ES

2.2 User Interfaces

Main menu consists of two buttons:

- New Game
- Exit

In game interface consists of joystick and two buttons. Joystick is in the bottom left of the screen, it is used to manipulate characters movement. The bottom right contains two buttons: “A” and “B”. “A” is used to create pit in a nearest bottom left block to the player, and “B” - in the nearest bottom right block.

2.3 User Characteristics

The game is focused on the mobile players, who like hardcore arcade games. The audience of the game are teenagers and some nostalgic adults, that like the original “Lode Runner” game.

“Steal n run mobile” is really difficult, so the expected player’s age is 12+. The knowledge of English for players is not important.

The product is intended for users, who play 5-30 minutes a day on mobile phone.

2.4 Assumptions and Dependencies

The game renders image using OpenGL ES library, the minimum required Android version can be rather high if it will be necessary to use some new API features, that were introduced in latest OpenGL ES version.

3 System Requirements

3.1 Functional Requirements

1. Player character can gather resources.
2. Player can dig pits.
3. Enemies, who are trying to catch player.
4. When all players lives have been expired, the game is over.

3.2 Non-Functional Requirements

1. Android OS support

3.2.1 SOFTWARE QUALITY ATTRIBUTES

Application size. Application size should be < 50 MiB to attract more users.