

Requirements Document

1 Introduction

The project name is “Steal_n_run”. 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. If player has collected all gold at the current level, he can move to the next level.

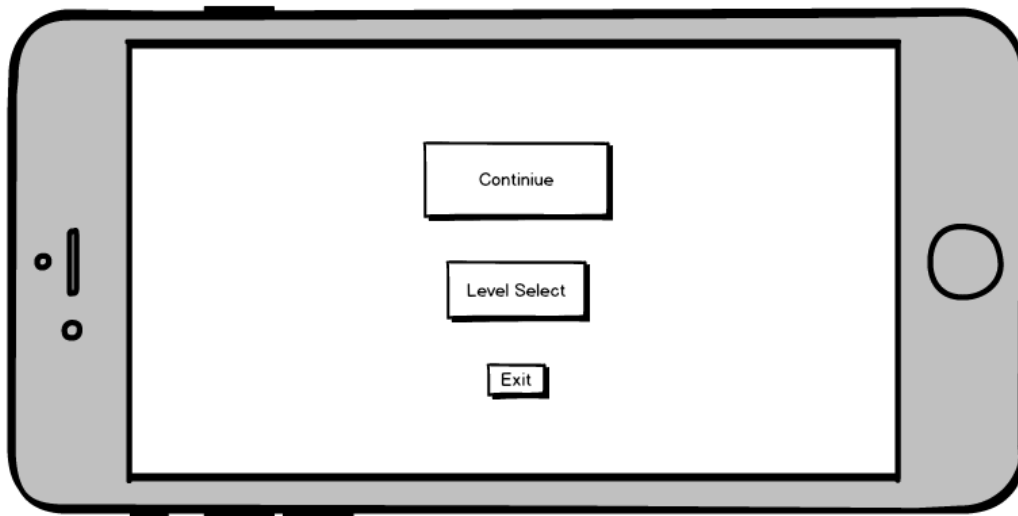
2 User Requirements

2.1 Software Interfaces

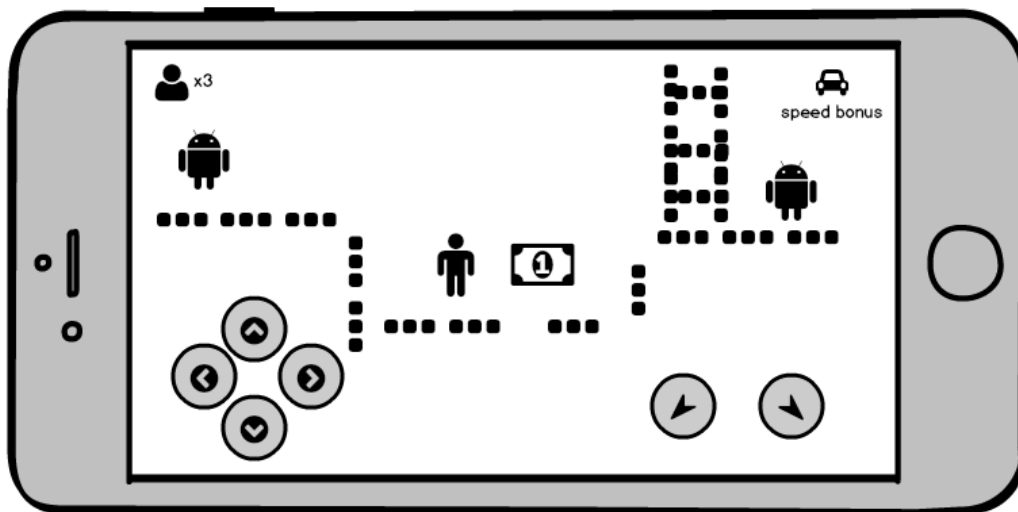
1. Qt
2. OpenGL
3. Lode decode – Lode Runner level decoder

2.2 User Interfaces

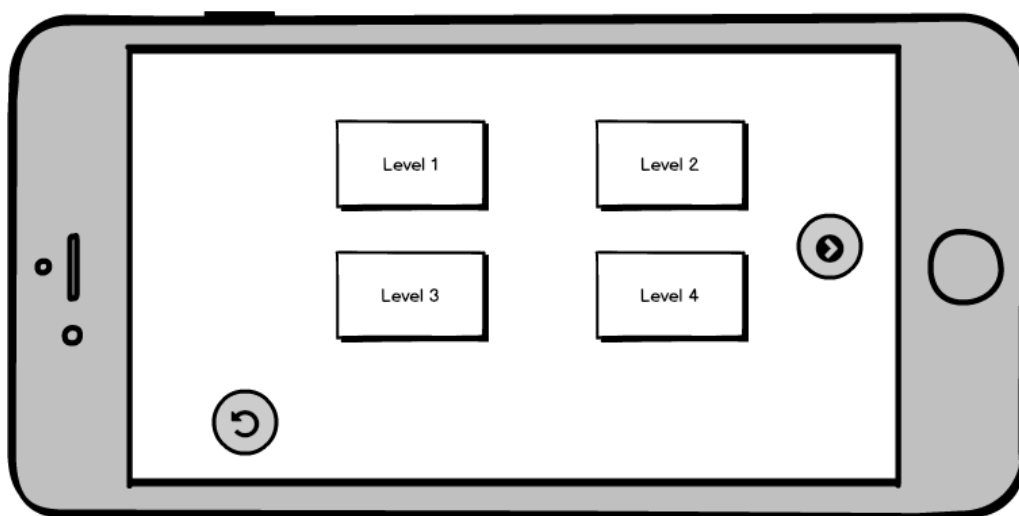
1. Game menu



2. In-game



3. Level selection



2.3 User Characteristics

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

“Steal_n_run” is quite difficult, so the expected player’s age is 6+. 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 opengl and Qt can be replaced with Unreal or Unity engines, if there will be many difficulties working with opengl due to the lack of experience in 3d graphics.

Lode decode levels may be replaced by custom levels.

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. Player can choose between available levels.
5. When all resources were collected, player can go to the next level.
6. When all players lives have been expired, the game is over.

3.2 Non-Functional Requirements

1. android OS support
2. 3d graphics
3. music and sound

3.2.1 SOFTWARE QUALITY ATTRIBUTES

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

Level variety. Application should have more than 10 unique levels.