

# Software Design Document

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## Section 1 - Project Description

### 1.1 Project

Sprint

### 1.2 Description

ETSU-themed game where players attempt to sprint for as long as possible and beat their own scores while avoiding environmental obstacles.

### 1.3 Team Members

Nicholas

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### 1.3 Revision History

Date	Comment	Author
2/10/2025	Created the document and included list of requirements, ToC, and a Requirements Traceability Matrix	JL Graham

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## Section 2 - Overview

### 2.1 Requirements

Your mileage may vary -- we typically break down the requirements to provide a ballpark estimate.

1. The solution must support player movement
  - a. The solution must move the player to the direction the user is inputting
    - i. The solution must also rotate the environment once user has moved far enough one direction
  - b. The solution must move towards the player
2. The solution must reset when the player loses
  - a. If the player chooses to restart then it should reset
  - b. If the player chooses to quit, it should exit
3. The solution must keep track of a player's score during the run
4. The solution can have alternate versions of levels
  - a. The player can select the difficulty of the level
    - i. The player can have the choice of speed of level
5. The solution can have a pause button during a run
6. The solution can have different skins

### 2.3.2 Traceability Matrix

Will be updated later

SRS Requirement	SDD Module
1.a	
1.a.i	
1.b	
2.a	
2.b	
3	
4.a	
4.a.i	
5	
6	

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## Section 3 - Design

Overall system architecture with a state diagram of the major states at the top of the design with more detailed breakdowns in the lower area.

