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
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1.3 Revision History

Date	Comment	Author
2/10/2025	Created the document and included list of requirements, a design the rest of the team came up with, as well as a Requirements Traceability Matrix	JL Graham
2/12/2025	Added other designs made by a team member and worked on the 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

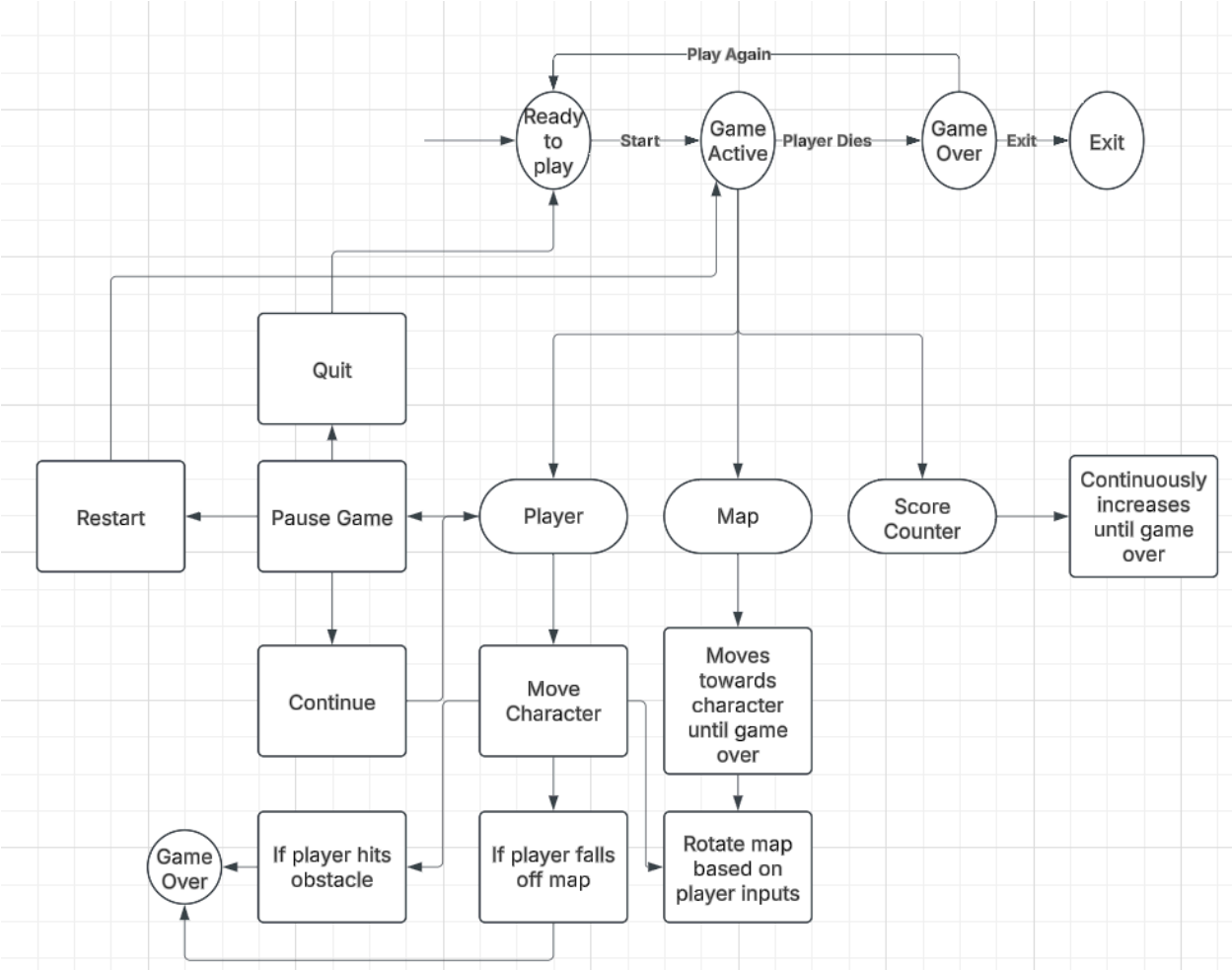
2.3.2 Traceability Matrix

There will be an alternate version included that follows a more traditional format

SRS Requirement	SDD Module	Meets
1	1.8 (Player) & 1.9 (Map)	F
1.a	1.8.i	F
1.a.i	1.9.ii	F
1.b	1.9.i	F
2	1.4-2, 1.4, 1.8.ii, 1.8.i.i	F
2.a	1.3.a (Game Over -> Restart)	F
2.b	1.3.b (Game Over -> Exit)	F
3	1.10 (Score Counter)	F
4	2.2.c, 2.2.d, 2.5, 2.6	F
4.a	2.6	F
4.a.i	3.4	F
5	1.7	F
6	3.1, 2.3	F

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.



2nd pass through, made by Nicholas outside of class. Shows design of the game's menus based on the requirements we made.