**Functional and Non-Functional Requirements, Scopes and Constraints**

|  |  |
| --- | --- |
| **Functional Requirements** | **Non-Functional Requirements** |
| Having a controllable main character with all intended features (Shooting abilities, dying abilities etc.) | A consistent theme throughout the look of the whole game (main menu, in game, etc.) |
| A competed and useable game map for the user to explore | Fluid Player Movement |
| Implementing obstacles and enemies for the user to overcome | Sprites and textures similar to the original Metroid games |
| Having objectives throughout the game with a clear end goal | Fluid interactions from the player with other objects |
| Creating a high score table to quantify the user’s playthrough |  |

|  |  |
| --- | --- |
| **Scopes** | **Constraints** |
| Will not be able to be used on certain devices such as a mobile device. | Social: Not being able to implement more advanced solutions due to lack of technical ability in game maker or other game making applications. |
| Will not be able to deliver updated content to the game due to a time limit boundary. | Legal: Use of data collection of names within high score elements might come be an illegal aspect of our game depending on the way we collect the data and the use of it. |
| Won’t be able to create an extensive map or re-create the original game map due to time limits. | Usability: User’s will most likely require background concepts on the functionality of a keyboard based game as well as the exact mechanics of our game (normally referred to as the feel of the game), to be able to get the most out of the gaming experience. |