**CPT Requirements Document**

## **Game - Century Skies: Bomber Interception**

### **Team Members - William Galapon, Joshua Ong, Jeffrey Tse**

|  |  |  |
| --- | --- | --- |
| **Requirements** | **Example** | **How we will accomplish them** |
| **Window size (1280x720)** |  | We will make sure the game is contained in a 1280 by 720 window. |
| **Chat area** |  | After the player enters the game, the player and server will be able to chat with each other. A small chat box will appear on the bottom left corner of the screen. |
| **One or more data files containing data for the objects (.csv or .txt)** |  | We will have .csv files containing data for the airplane objects: health, X and Y coordinates, image index, and the name of the plane. |
| **Network component** |  | We will make a game for two players; one server will host and two clients will join to play, using the SuperSocketMaster class created by Mr. Cadawas |
| **Animated panel** |  | We will have an animation panel for our game, for the movement of the planes, enemies, and background |
| **JComponents** |  | The menu will have JButtons to navigate:   * Play to begin the game * Instructions to view instructions * Credits to view credits * Quit to leave the game   There will also be JTextFields and JTextAreas used in the chat log |
| **One window only** |  | We will make sure that there is only one display in our code, for each player (server and two players) to use individually. |
| **Instructions** |  | After the user presses the “Instructions” button, an image containing all the instructions needed will pop up. To go back to the menu, a button can be pressed. |
| **Credits** |  | After the user presses the “Credits” button, they can view the credits of the game. To go back to the menu, a button can be pressed. |
| **Music** |  | As soon as the game begins, a music file plays throughout the gameplay using a play music object |