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**The Half Dozen**

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**A Dark Moon  
Supplementary Specifications**

**Version 1.1**

A Dark Moon	Version: 1.1
Supplementary Specifications	Date: 02/10/22
SupSpec	

## Revision History

Date	Version	Description	Author
02/10/22	1.0	First Draft	Harvey Ji
26/10/22	1.1	Minor Changes, formatting	Harvey Ji

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# Supplementary Specifications

## 1. Introduction

### 1.1 Purpose

Supplementary specifications capture the requirements which are defined by the Use Case Model or the Software Requirement Specifications. These are the non-functional requirements and constraints. This includes quality, performance, and time constraints.

### 1.2 Scope

This document applies to The Half Dozen's Project: A Dark Moon. A Dark Moon is a web-based browser game.

### 1.3 Definitions, Acronyms, and Abbreviations

HTML

Hypertext Markup Language

CSS

Cascading Style Sheets

### 1.4 References

A Dark Room: <https://github.com/doublespeakgames/adarkroom>

## 2. Non-Functional Requirements

### 2.1 Simplicity

A Dark Moon should be easy to play and understand, and people of all ages should have no issue progressing through the game and understanding the story.

### 2.2 Performance

A Dark Moon should not have any performance issues, and it should have no problems performing on an older computer. The code should be efficient to produce this outcome.

### 2.3 Useability

The gameplay and story should be engaging, able to draw in people from any background.

### 2.4 Reliability

A Dark Moon 2 should be available to play 99% of the time once completed. If future maintenance is desired past the semester, this percentage may be decreased.

By the end of the semester, there should be no critical bugs that ruin the experience of the gameplay in any capacity,

### 2.5 Standards

Since A Dark Moon is an unofficial sequel to another game, the game design should follow the design requirements requested of the original developers of A Dark Room.

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### **3. Constraints**

#### **3.1 Design Constraints**

The Programming languages used will be HTML, CSS, and JavaScript.

#### **3.2 Time Constraints**

This game is being built in a semester's time. Gameplay and other aspects may not be perfected in that time. Maintenance for the game may be discontinued after the semester is over.