The Half Dozen

**A Dark Moon
Software Requirements Specifications**

Version 1.0

Revision History

Date	Version	Description	Author
02/10/22	1.0	First Draft	Harvey Ji

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Software Requirements Specifications

1. Introduction

1.1 Purpose

The purpose of this document is to describe the requirement specifications for The Dark Moon that were determined from the Use Case Model designed for The Dark Moon.

1.2 Scope

The Dark Moon is a game which allows anyone with access to an internet access, and a computer device to play. It is a game meant to be relaxing as it does not require the user to have previous experiences with games, as the challenges in the game are rooted in a person's general intuition.

To play The Dark Moon, the user would first need to acquire the game files either by an external device or internet access, but once the user has it, it could be played without internet access as the game files are entirely saved within the device, allowing the user to freely play whenever they desire.

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

1.5 Overview

The rest of this document contains a description of A Dark Moon and specific software requirements.

2. Overall Description

2.1 Product perspective

In today's time, video games are a big alternative to relax, as it is both a convenient, and engaging method. However, a lot of video games require a lot of time spent on it to progress through and develop the necessary skills to complete. The Dark Moon is a video game which offers convenience for people that could only dedicate little time, and for beginners to be introduced to video games.

2.1.1 System Interfaces

The Dark Moon system to be developed is a file which consists of all the content needed to run the game in a computer device.

2.1.2 User Interfaces

The Dark Moon must provide a user interface that is available throughout running the game, as it is used to relay information back to the user.

2.1.3 Hardware Interfaces

All components must be able to execute on a computer.

2.1.4 Communication Interfaces

The Dark Moon does not require communication between a server and a client, as its contents are entirely within the device it was downloaded/transferred on.

2.1.5 Operations

The operation of The Dark Moon must be easy and intuitive for both users with previous experience in playing video games, as well as users who aren't familiar. No specific playstyle must be required to play the game.

2.2 Product functions

The two main functions of The Dark Moon are to provide a low time commitment method of relaxation, and as an introduction to users who aren't familiar with video games in general.

2.3 User characteristics

The users are people with access to a computer and internet access (optional) and are in need to kill some time.

2.4 Constraints

The system should ask the permission of the user to allow altering the game files to provide a saving feature.

2.5 Assumptions and dependencies

No specific assumption or dependencies

3.   Specific Requirements

3.1   Functionality

3.1.1   Game Player

The physical user interacting with the game, allowing them to manage resources through collection, crafting, building and population management.

3.1.2   UI (User Interface)

Visual elements to relay information back to the player.

3.1.3   Gameplay Character

A character the user controls to interact with the environment in the game.

3.1.4   Progression

Interacting with the world in the game unlocks more challenging content for the player.

3.1.5   Structural Functionality

Requirements that form the base of the game, allowing mechanics such as resource management.

4.   Classification of Functional Requirements

Functionality	Type
Game Player	Essential
UI (User Interface)	Essential
Gameplay Character	Optional
Progression	Desirable
Structural Functionality	Essential