A Dark Moon

Software Requirements Specifications

Version 1.1

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 02/10/22 | 1.0 | First Draft | Harvey Ji |
| 07/10/22 | 1.1 | Added new requirements and general revisions | Tanner Spitzer |
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Software Requirements Specifications

# Introduction

## 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.

## 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.

## Definitions, Acronyms, and Abbreviations

**HTML**

**Hypertext Markup Language**

**CSS**

**Cascading Style Sheets**

## References

**A Dark Room:** [**https://github.com/doublespeakgames/adarkroom**](https://github.com/doublespeakgames/adarkroom)

## Overview

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

# Overall Description

## 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.

### 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. User interacts with the internet through a web page which loads the game file.

### 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. The web page will have a user interface. This will be the only thing that the user interacts with.

### Hardware Interfaces

All components must be able to execute on a computer.

### 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. Except on initial loading of web page, an internet connection would be required to establish a TCP/IP connection.

### 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. There are no necessary back up or recovery operations.

## Product functions

The two main functions of The Dark Moon are to provide a low time commitment method of entertainment, and to serve as an introduction to users who aren’t familiar with video games in general. It consists of three elements, resource management, exploration, and story.

Resource management consists of collection and spending resources in an intelligent manner to upgrade items in the game. Examples of this include, clicking a button to collect wood, sending villagers to mine iron, or building traps to collect animal parts.

Exploration consists of moving around a map to engage in combat and discover new resources. Examples of this include fighting small animals or people, or finding a new source of resources.

The story consists of small narrative events that trigger when performing specific actions along with random events that occur on a timer.

## User characteristics

The users are people with access to a computer and internet access (optional) and are in need of low-commitment entertainment.

## Constraints

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

## Assumptions and dependencies

No specific assumption or dependencies

# Specific Requirements

## Functionality

### Game Player

The physical user interacting with the game, allowing them to manage resources through collection, crafting, building and population management. The game player will also be able to engage in exploration to discover new resources along with obtaining special items.

### UI (User Interface)

Visual elements to relay information back to the player. It will consist of buttons with text to indicate actions. There will be a chart to the side detailing the amount of resources the game player has and their allocation. On the exploration screen, there will be an ASCII map detailing locations of interest.

3.1.2.1 Buttons

Clickable objects with text that the user can interact with to make gameplay character perform actions

3.1.2.2 Resource Chart

Text box displaying resource counts and uses for user

3.1.2.3 Informational Text

Text box displaying useful information about the game world along with story elements to the user

### Gameplay Character

A character the user controls to interact with the environment in the game. The story will revolve around this character and their exploration. He is also a survivor of a crashed ship and a leader of his own colony.

3.1.3.1 Non Playable Character

Gameplay entities that the user cannot play as

3.1.3.1.1 Villagers

Indistinguishable allocatable resource for the player to manage which collect resources passively

3.1.3.1.2 Random Encounters

Special events that reward/punish the user for making choices

3.1.3.1.3 Unique Villagers

Special characters that help the player in a specific way and progress the story

### Progression

Interacting with the world in the game unlocks more challenging content for the player. This consists of gaining resources through village management in order to explore the world. Exploration will allow for progression of resources which will enable more exploration. The loop continues.

3.1.4.1 Exploration

The player moves around the game world and progresses the story through special events

3.1.4.2 Key Items

Collectable items with special uses that allow the player to progress the story in a meaningful way

### Structural Functionality

Requirements that form the base of the game, allowing mechanics such as resource management. Interacting systems such as village management and resource allocation will form the base of the game. As these systems interact the player will be forced to make decisions and progress the game.

# Classification of Functional Requirements

|  |  |
| --- | --- |
| **Functionality** | **Type** |
| 3.1.1 Game Player | Essential |
| 3.1.2 UI (User Interface) | Essential |
| 3.1.2.1 Buttons | Essential |
| 3.1.2.2 Resource Chart | Essential |
| 3.1.2.3 Informational Text | Essential |
| 3.1.3 Gameplay Character | Essential |
| 3.1.3.1 Non Playable Character | Optional |
| 3.1.3.1.1 Villagers | Essential |
| 3.1.3.1.2 Random Encounters | Desirable |
| 3.1.3.1.3 Unique Villagers | Desirable |
| 3.1.4 Progression | Essential |
| 3.1.4.1 Exploration | Essential |
| 3.1.4.2 Key Items | Desirable |
| 3.1.5 Structural Functionality | Essential |