# **Project Requirements for DiscoPlanet**

### **Vision**

The project DiscoPlanet is aimed to create an adventure game. Also, it is supposed to entertain its users. This game will be a small adventure game, which will set place in a non-realistic future. The player will have to discover a planet (maybe multiple) in order to find several items, to unlock his path throughout the story line.

### Goals

- 1. The users should enjoy playing the game.
- 2. The users should be able to quit and continue their progression another time.
- 3. The team learns about game development in a project management environment.
- 4. The game should be easily accessible on any relatively new windows computer.

## System context

### **Environment**

**Unity** 

Unity asset store

### Constraint

Windows OS only

# Legend and additional information:

P: Priority (in number: 1; 2; 3 or as symbols ♥ → ♠)

S: Stability

C: Complexity (when high might need to divide smaller tasks)

R: {P, S, C} 'calculated' risk (number or symbol) 🐬 🔌

FR = Functional Requirements / NR = Non-Functional Requirements

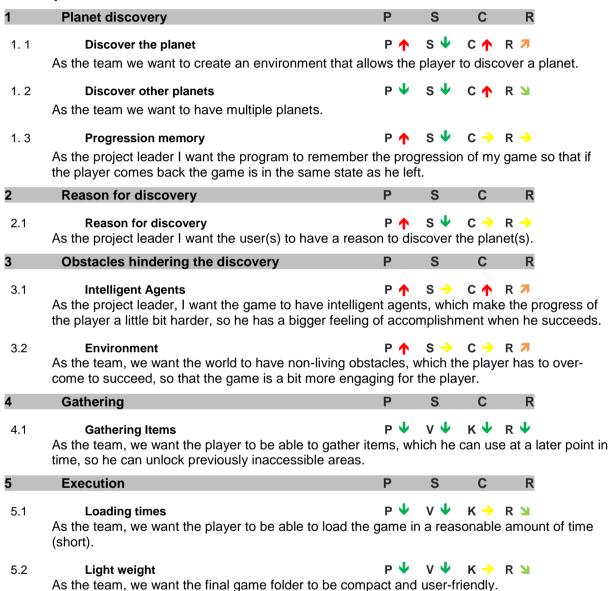
<u>Project Leader</u>: Prof. Dr. Jürgen Eckerle Team: Flückiger, Quentin & Graf, Benjamin

### **Table**

No.		Short Description	Status	Р	S	С	R	Source	Date	Goal
1	FR	Planet discovery								
	1.1	Discover the planet.	Planned	<b>↑</b>	Ψ	<b>↑</b>	71	<u>Team</u>	2018-02-21	1
	1.2	Discover other planets.	Planned	Ψ	<b>T</b>	1	7	<u>Team</u>	2018-02-21	1
	1.3	Progression memory	Planned	<b>↑</b>	Ψ	<b>→</b>	<b>→</b>	Project Leader	2018-02-21	2
2	FR	Reason for discovery								
	2.1	Reason for discovery	Planned	<b>↑</b>	<b>→</b>	<b>→</b>	<b>→</b>	Project Leader	2018-02-21	<u>1</u>
3	FR	Obstacles hindering the discovery								
ſ	3.1	Intelligent Agent	Planned	<b>^</b>	<b>→</b>	<b>^</b>	7	Project Leader	2018-02-21	<u>1,3</u>
	3.2	Environment	Planned	1	<b>→</b>	<b>→</b>	71	<u>Team</u>	2018-02-21	<u>1</u> , <u>3</u>

4	FR	Gathering								
	4.1	Gathering items	Planned	+	¥	4	<b>+</b>	<u>Team</u>	2018-02-21	<u>1</u> , <u>3</u>
5	NR	<u>Execution</u>								
	5.1	Loading times	Planned	+	¥	<b>→</b>	7	<u>Team</u>	2018-03-20	<u>4</u>
	5.2	Light weight	Planned	Ψ	Ψ	<b>→</b>	7	<u>Team</u>	2018-03-20	4

# **Description**



## **Stakeholder Descriptions**

### Product owner / Project leader

Prof. Dr. Jürgen Eckerle

### Interests:

- The project owner wants to satisfy the users
- The game should be windows runnable

# **Development team**

Team members are:

- Flückiger Quentin
- Graf Benjamin

### Interests:

The development team wants to develop an interesting game for the users.

## User

Everyone who wants to play the game.

### Interests:

• Spending an enjoyable time playing the game.