

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

[Project Leader](#): Prof. Dr. Jürgen Eckerle

[Team](#): Flückiger, Quentin & Graf, Benjamin

Table

No.	Short Description	Status	P	S	C	R	Source	Date	Goal
1	FR Planet discovery								
	1.1 Discover the planet.	Planned					Team	2018-02-21	1
	1.2 Discover other planets.	Planned					Team	2018-02-21	1
	1.3 Progression memory	Planned					Project Leader	2018-02-21	2
2	FR Reason for discovery								
	2.1 Reason for discovery	Planned					Project Leader	2018-02-21	1
3	FR Obstacles hindering the discovery								
	3.1 Intelligent Agent	Planned					Project Leader	2018-02-21	1,3
	3.2 Environment	Planned					Team	2018-02-21	1, 3

4	FR	Gathering										
	4.1	Gathering items	Planned	↓	↓	↓	↓	Team	2018-02-21	1 , 3		
5	NR	Execution										
	5.1	Loading times	Planned	↓	↓	→	→	Team	2018-03-20	4		
	5.2	Light weight	Planned	↓	↓	→	→	Team	2018-03-20	4		

Description

1	Planet discovery	P	S	C	R
1.1	Discover the planet	P ↑	S ↓	C ↑	R →
	As the team we want to create an environment that allows the player to discover a planet.				
1.2	Discover other planets	P ↓	S ↓	C ↑	R →
	As the team we want to have multiple planets.				
1.3	Progression memory	P ↑	S ↓	C →	R →
	As the project leader I want the program to remember the progression of my game so that if the player comes back the game is in the same state as he left.				
2	Reason for discovery	P	S	C	R
2.1	Reason for discovery	P ↑	S ↓	C →	R →
	As the project leader I want the user(s) to have a reason to discover the planet(s).				
3	Obstacles hindering the discovery	P	S	C	R
3.1	Intelligent Agents	P ↑	S →	C ↑	R →
	As the project leader, I want the game to have intelligent agents, which make the progress of the player a little bit harder, so he has a bigger feeling of accomplishment when he succeeds.				
3.2	Environment	P ↑	S →	C →	R →
	As the team, we want the world to have non-living obstacles, which the player has to overcome to succeed, so that the game is a bit more engaging for the player.				
4	Gathering	P	S	C	R
4.1	Gathering Items	P ↓	V ↓	K ↓	R ↓
	As the team, we want the player to be able to gather items, which he can use at a later point in time, so he can unlock previously inaccessible areas.				
5	Execution	P	S	C	R
5.1	Loading times	P ↓	V ↓	K →	R →
	As the team, we want the player to be able to load the game in a reasonable amount of time (short).				
5.2	Light weight	P ↓	V ↓	K →	R →
	As the team, we want the final game folder to be compact and user-friendly.				

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.