# 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
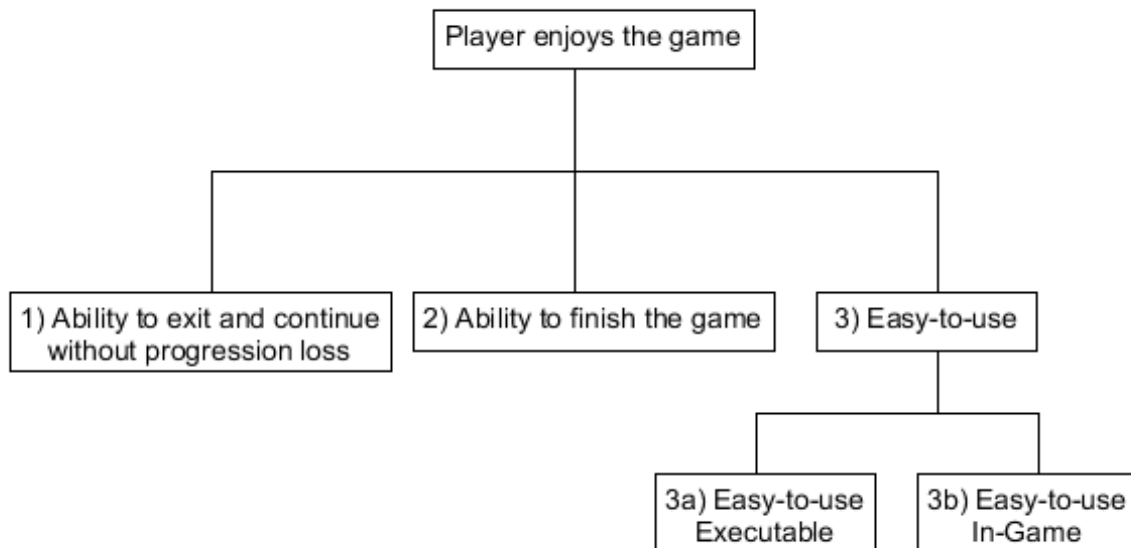
System context
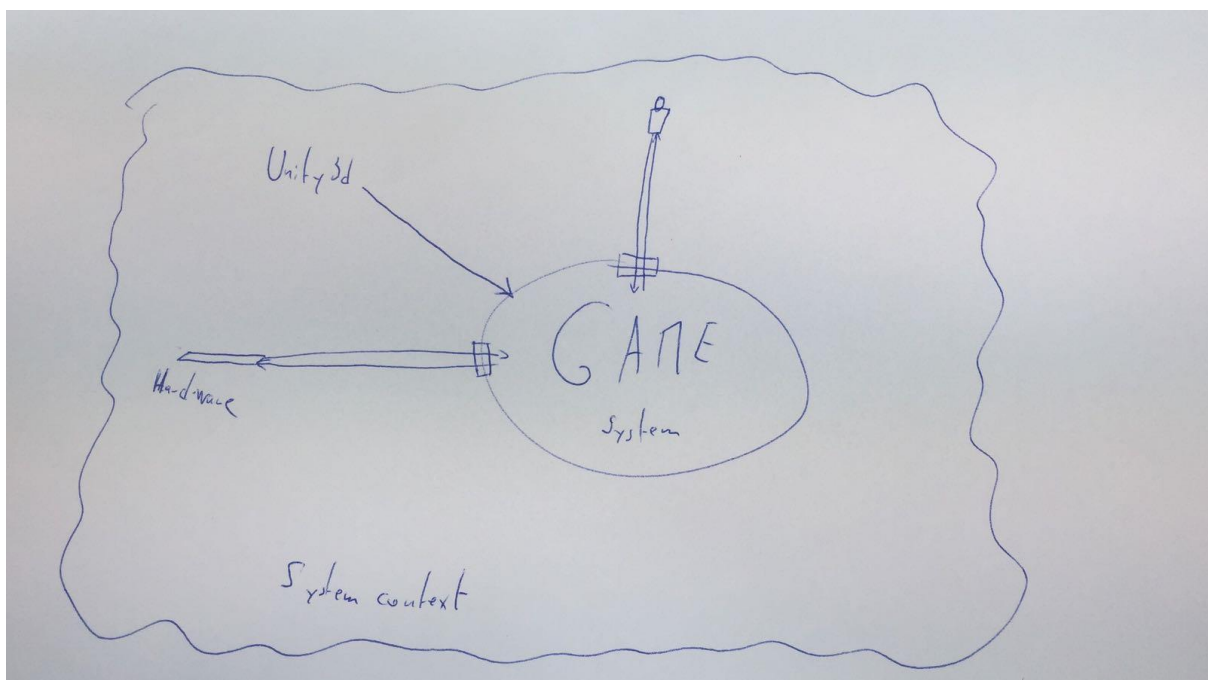
Legend and additional information:

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	2
	1.2	Discover other planets.	Planned	↓	↓	↑	↘	Team	2018-02-21	2
	1.3	Progression memory	Planned	↑	↓	→	→	Project Leader	2018-02-21	1
2	FR	Reason for discovery								
	2.1	Reason for discovery	Planned	↑	↓	→	→	Project Leader	2018-02-21	2
3	FR	Obstacles hindering the discovery								
	3.1	Intelligent Agent	Planned	↑	→	↑	↗	Project Leader	2018-02-21	2
	3.2	Environment	Planned	↑	→	→	↗	Team	2018-02-21	2
4	FR	Gathering								
	4.1	Gathering items	Planned	↓	↓	↓	↓	Team	2018-02-21	2
5	NR	Execution								
	5.1	Loading times	Planned	↓	↓	→	↘	Team	2018-03-20	1
	5.2	Light weight	Planned	↓	↓	→	↘	Team	2018-03-20	3a
	5.3	Simple controls	Planned	↓	↓	↓	↓	Team	2018-05-23	3b

Description

1	**Planet discovery**	P	S	C	R

1. 1	**Discover the planet**	P ↑	S ↓	C ↑	R ↗

When playing, the user shall be able to discover the planet in its entirety.

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 →

When playing, the game should provide the user with a reason to discover the planet.

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.

5.3 Simple controls   P ↓   V ↓   K ↓   R ↓

As the team, we want the final game to have simple, widely used, intuitive controls.

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.