

## 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 <a href="#">Planet discovery</a>								
	1.1 Discover the planet.	Planned					<a href="#">Team</a>	2018-02-21	<a href="#">1</a>
	1.2 Discover other planets.	Planned					<a href="#">Team</a>	2018-02-21	<a href="#">1</a>
	1.3 Progression memory	Planned					<a href="#">Project Leader</a>	2018-02-21	<a href="#">2</a>
2	FR <a href="#">Reason for discovery</a>								
	2.1 Reason for discovery	Planned					<a href="#">Project Leader</a>	2018-02-21	<a href="#">1</a>
3	FR <a href="#">Obstacles hindering the discovery</a>								
	3.1 Intelligent Agent	Planned					<a href="#">Project Leader</a>	2018-02-21	<a href="#">1,3</a>
	3.2 Environment	Planned					<a href="#">Team</a>	2018-02-21	<a href="#">1, 3</a>

4	FR	<a href="#">Gathering</a>									
	4.1	Gathering items	Planned	↓	↓	↓	↓	<a href="#">Team</a>	2018-02-21	<a href="#">1</a> , <a href="#">3</a>	
5	NR	<a href="#">Execution</a>									
	5.1	Loading times	Planned	↓	↓	→	→	<a href="#">Team</a>	2018-03-20	<a href="#">4</a>	
	5.2	Light weight	Planned	↓	↓	→	→	<a href="#">Team</a>	2018-03-20	<a href="#">4</a>	

## Description

<b>1</b>	<b>Planet discovery</b>	<b>P</b>	<b>S</b>	<b>C</b>	<b>R</b>
1.1	<b>Discover the planet</b>	P ↑	S ↓	C ↑	R →
	As the team we want to create an environment that allows the player to discover a planet.				
1.2	<b>Discover other planets</b>	P ↓	S ↓	C ↑	R →
	As the team we want to have multiple planets.				
1.3	<b>Progression memory</b>	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.				
<b>2</b>	<b>Reason for discovery</b>	<b>P</b>	<b>S</b>	<b>C</b>	<b>R</b>
2.1	<b>Reason for discovery</b>	P ↑	S ↓	C →	R →
	As the project leader I want the user(s) to have a reason to discover the planet(s).				
<b>3</b>	<b>Obstacles hindering the discovery</b>	<b>P</b>	<b>S</b>	<b>C</b>	<b>R</b>
3.1	<b>Intelligent Agents</b>	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	<b>Environment</b>	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.				
<b>4</b>	<b>Gathering</b>	<b>P</b>	<b>S</b>	<b>C</b>	<b>R</b>
4.1	<b>Gathering Items</b>	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.				
<b>5</b>	<b>Execution</b>	<b>P</b>	<b>S</b>	<b>C</b>	<b>R</b>
5.1	<b>Loading times</b>	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	<b>Light weight</b>	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.