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

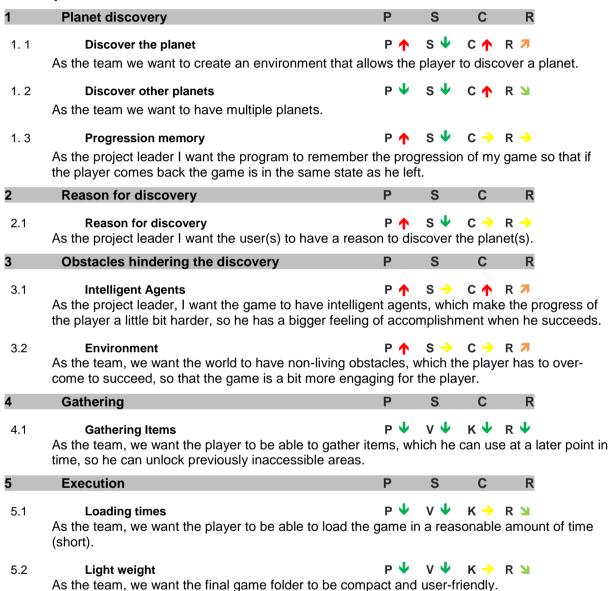
<u>Project Leader</u>: Prof. Dr. Jürgen Eckerle Team: Flückiger, Quentin & Graf, Benjamin

Table

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

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