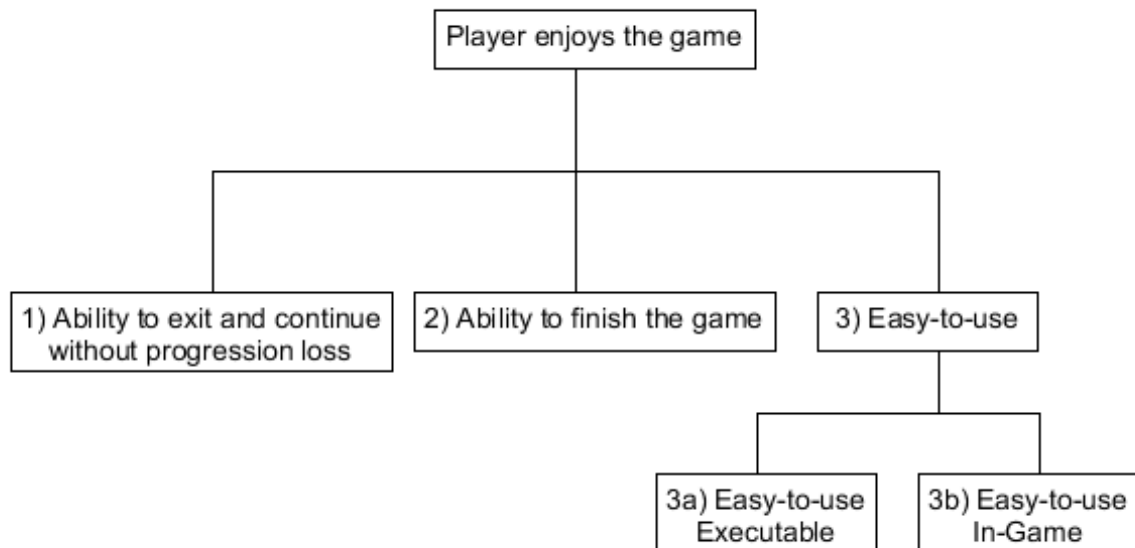


Project Requirements for DiscoPlanet

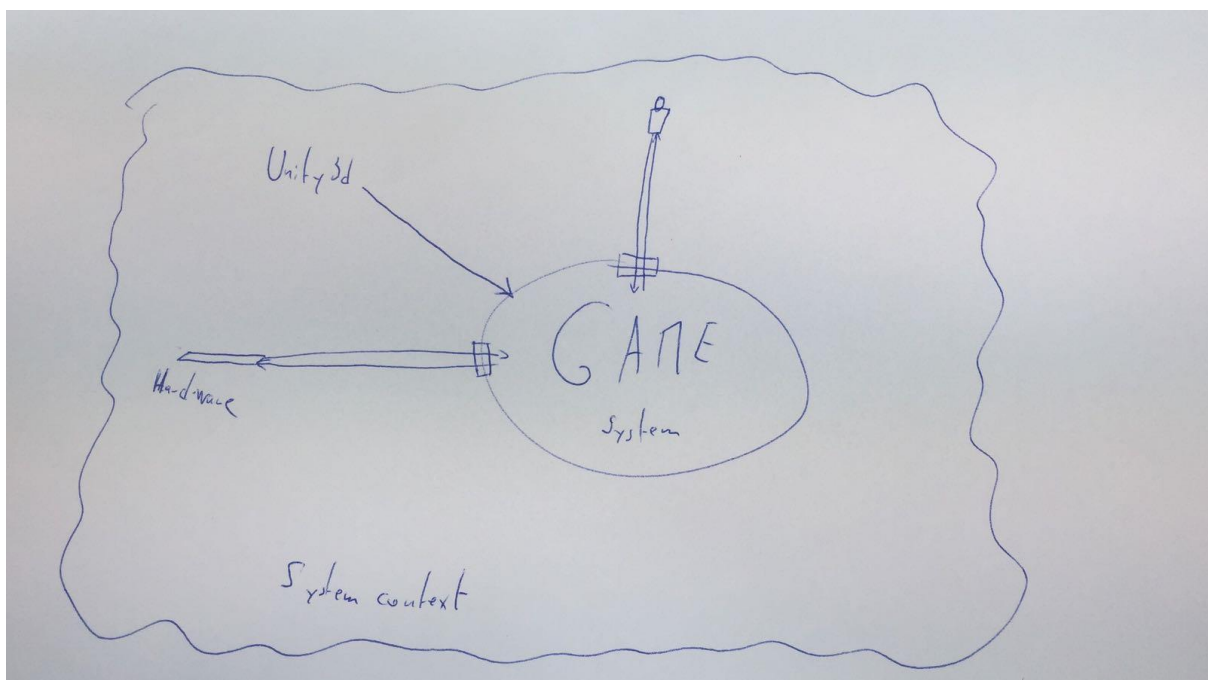
Vision

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 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.	P ↑	S →	C ↑	R →
3.2	Environment 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.	P ↑	S →	C →	R →
4	Gathering	P	S	C	R
4.1	Gathering Items 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.	P ↓	V ↓	K ↓	R ↓
5	Execution	P	S	C	R
5.1	Loading times As the team, we want the player to be able to load the game in a reasonable amount of time (short).	P ↓	V ↓	K →	R →
5.2	Light weight As the team, we want the final game folder to be compact and user-friendly.	P ↓	V ↓	K →	R →
5.3	Simple controls As the team, we want the final game to have simple, widely used, intuitive controls.	P ↓	V ↓	K ↓	R ↓

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.

