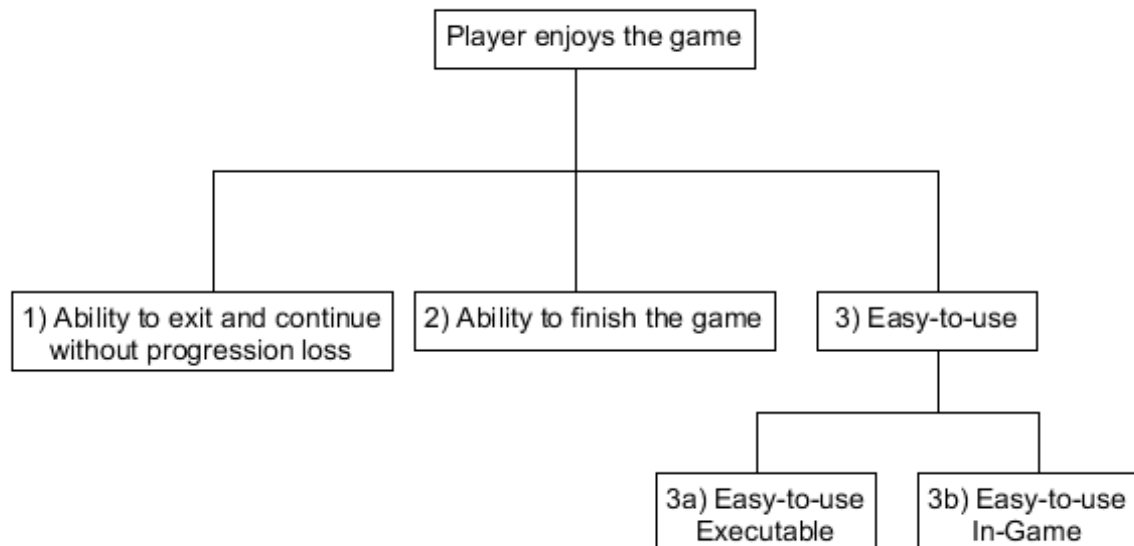


Project Requirements for DiscoPlanet

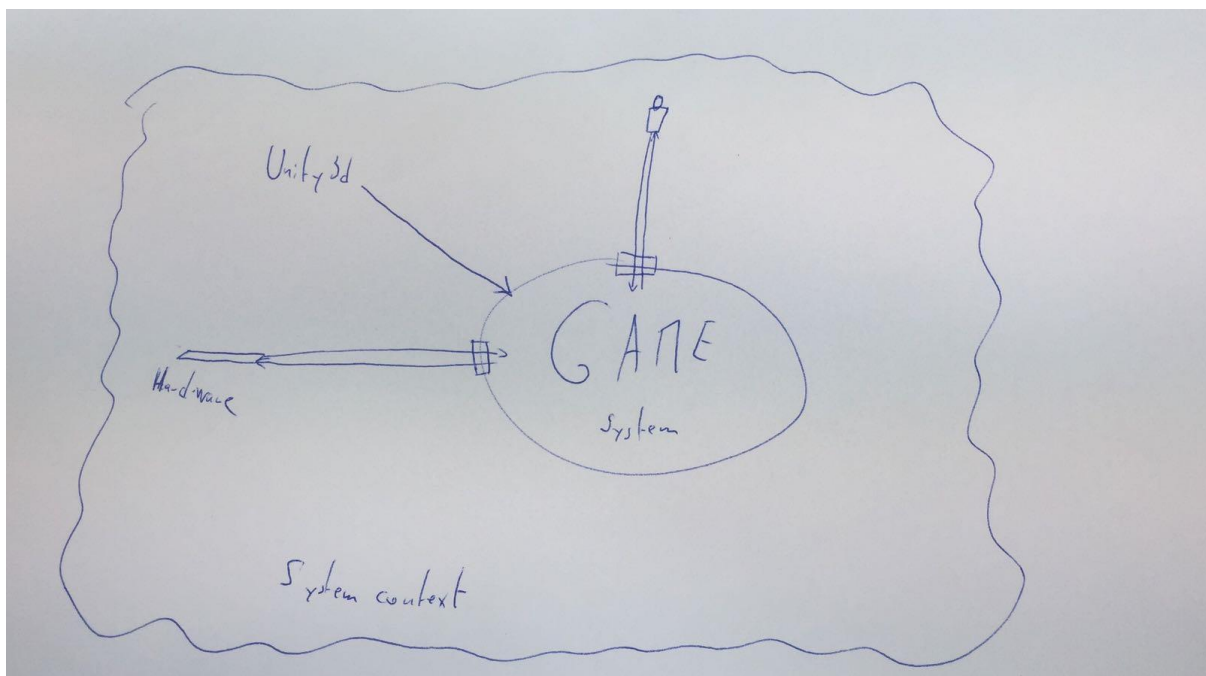
Vision

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

Project leader

Prof. Dr. [Jürgen Eckerle](#)

Interests:

- The project owner wants to satisfy the users
- The game should be windows runnable

Product owner / 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.