

Group 11 SRS Document

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1.2 Scope

1.3 Definitions, Acronyms, and Abbreviations

Player - The central playing piece of the game and the avatar that the user controls to interact with the game

Map - A network of interconnected rooms that form the available playing space for the player

Levels - A series of stages of incrementing difficulty that the player traverses

Spawn Room - The starting room that the player spawns in when entering a map for the first time

Inventory - The space that allows a player to store items, funds, and equipment

Skills - Abilities that a player can acquire from playing the game that improve the combat effectiveness of the player

Entities - Objects that the player can interact with

Crafting - The act of combining two or more items to create a new item

Ingredients - The material items that are consumed during crafting

1.4 References

1.5 Overview

2 Overall Description

2.1 Product Perspective

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2.6 Apportioning of Requirements

3 Functional Requirements

VP1. User

BE1.1 The user wants to start game

- i. The system presents a menu with the option of starting a new game or loading a previous save file
- ii. The user must be able to select either option of starting a new game or loading a previous save
- iii. If load game is selected, a list of all save files is presented
- iv. Each save file must be selectable

BE1.2 The user starts a new game

- i. A *Level 1 Map* must be generated
- ii. The *Player* must be placed in the *Spawn Room*
- iii. The player's *Inventory* must be created

BE1.3 The user loads a game

- i. The map must be loaded from the save file
- ii. The Player must be placed in the Spawn Room
- iii. The Player's Inventory must be loaded from the save file

- iv. All previously attained *Skills* must be loaded from the save file

BE1.4 The user wants to traverse the map

- i. The Player must move in the direction given by the user's input
- ii. Each room must have at least one passage to another room or level
- iii. The Player must be able to enter through each passage
- iv. Each room must have associated *Entities*
- v. The state of each room must be saved when exited
- vi. A newly entered room must generate all of its *Entities*

BE1.5 The user wants to buy an item

- i. Each Map generated must have at least one *Shop*
- ii. Each Shop must have a list of items with an associated cost
- iii. The Player must be able to interact with the shop
- iv. The Player must be able to purchase items from the Shop if they have sufficient funds in their Inventory

BE1.6 The user wants to craft an item

- i. The Player must be able to open a menu listing all of their owned items
- ii. The Player must be able to combining two or more items in their Inventory to create new items
- iii. If an item is *Crafted*, it is added to the inventory and its *Ingredients* are removed from the Inventory

BE1.7 The user initiates combat with an enemy

- i. Requirement
- ii. Requirement
- iii. ...

BE1.8 The user initiates combat with a boss

- i. Requirement
- ii. Requirement
- iii. ...

BE1.9 The user enters a level transition

- i. Requirement
- ii. Requirement
- iii. ...

4 Non-Functional Requirements

4.1 Look and Feel Requirements

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4.6 Security Requirements