Group 11 SRS Document

February 8, 2019

Contents

List of Tables

List of Figures

1 Introduction

1.1 Purpose

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 effectiviness 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

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

4.1.1 Appearance Requirements

4.1.2 Style Requirements

4.2 Usability and Humanity Requirements

4.2.1 Ease of Use Requirements

4.2.2 Personalization and Internationalization Requirements

4.2.3 Learning Requirements

4.2.4 Understandability and Politeness Requirements

4.2.5 Accessibility Requirements

4.3 Performance Requirements

4.3.1 Speed and Latency Requirements

4.3.2 Safety-Critical Requirements

4.3.3 Precision or Accuracy Requirements

4.3.4 Reliability and Avalibility Requirements

4.3.5 Robustness or Fault-Tolerance Requirements

4.3.6 Capacity Requirements

4.3.7 Scalability or Extensibility Requirements

4.3.8 Longevity Requirements

4.4 Operational and Environment Requirements

4.4.1 Expected Physical Environment

4.4.2 Requirements for Interfacing with Adjacent Systems

4.4.3 Productization Requirements

4.4.4 Release Requirements

4.5 Maintainability and Support Requirements

4.5.1 Maintainance Requirements

4.5.2 Supportability Requirements

4.5.3 Adaptability Requirements

4.6 Security Requirements