# 1.0. Introduction

## 1.1. Purpose

This document will present a detailed description of the EmojiStrike game. It will introduce the purpose and scope of this game, followed by a detailing of the features, requirements, and constraints of the product. The document will also contain cases which explain how the game system will react to stimuli from the players. The intention of this Software Requirements Specification document is to serve as a future reference point for the developers and the clients, as well as a map for the future development of the project.

## 1.2. Scope of Project

This game is a multi-player turn-based game, shown to the user as a 2-D map on the monitor screen. The game consists of avatars belonging to the players dropped in random places on a pre-defined map, followed by players then attacking each other with ranged and un-ranged weapons, with the last remaining player being the victor. Power-ups designed to enhance gameplay (for example, by making a player temporarily invincible, or increasing the potency of their weapons, or increasing a wounded player’s health) will be added to the map at certain time periods during the course of the game.

The system will be designed to maintain player interest and interactivity in the game, as it is intended as an object of leisure. It will attempt to maintain player participation until the end of the game, and will provide challenges to the player while also maintaining a record of previous victors, in order to foster competition.

## 1.3. Glossary

|  |  |
| --- | --- |
| **Term** | **Definition** |
| Power Up | Objects which boost the abilities of the player that captures them. |
| Avatar | The image used by the player to represent themselves. |

## 1.4. References

IEEE. *IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications.* IEEE Computer Society, 1998.

## 1.5. Overview of Document

The Overall Description section of this document gives an overview of the functionality of the game. It describes the informal requirements and is used to establish a context for the technical requirements specification section that follow.

The Requirements Specification section of this document is intended primarily for the developers, and so describes in technical terms the details of the functionality of the product.

Both sections of the document describe the same game, but since they are intended for different audiences, different language has been used.

# 2.0. Overall Description

## 2.1 Product Perspective

Our product is self-contained, and standalone in terms of functionality. There are no external data servers required since it will be a turn-based game in the same machine. Our main actor is the players who are going to play the game.

***2.1.1*** ***System Interfaces***

System interface is basically the input/output boundary. For a game most

of that is the UI. If you intend to save, then the interface also

includes how you interact with data storage mechanisms (i.e. a filesystem).

At the analysis stage stating that a structured file shall be used, the

file format will be encoded, etc is more than enough. The key is to

describe what, but not to go into detail about how.

***2.2*** ***Product Functions***

Allow user to start game

Allow user to pick avatar

Allow user to choose weapon

Allow user to shoot other characters

Allow user to move on map

Save (?)

***2.3 User Characteristics***

Basic knowledge of how to use a keyboard required

No technical expertise, special knowledge, or extensive experience required

Game in designed to be intuitive

***2.4 Constraints***

Create in Java

Database to store records (?)