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Fight game (title WIP)

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# Version Control

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| --- | --- | --- |
| Version | Date | Changes |
| V0.1 | 11-9-2023 | Added document structure, and added some non-functional requirements. |

# Introduction

The goal of this document is to document requirements and Use Cases. In this document you can find the functional, non-functional requirements, brief formatted and fully dressed use cases that this game “Fight Game (name WIP)” is build upon. After reading this documentation it should be clear what functionality the game is build upon and how this works.

# Requirements

In this chapter both the functional and non-functional requirements are going to be described.

## Functional Requirements.

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| --- | --- |
|  |  |
|  |  |

## Non-functional Requirements.

Non-Functional Requirements describe what an actor should be able to do to correctly function through the application.

Actor

* Player.
* Developer.

Ps, I put developer as an actor so I can document stuff that is only for me or other developers, if you don’t like that then I am sorry you feel that way :p.

### Player requirements.

As a player I want to be able to move my character using either WASD, a joystick, a d-pad or hitbox so that I can interact with the game.

As a player I want to be able to cast an attack using either assigned or custom button layouts so that I can deal damage.

As a player I want my attacks to stun my opponent so that I can make a combo using several different attacks.

As a player I want to be able to block damage with either an assigned button or custom button so that I can evade damage and give myself time to strategize.

As a player I want the game to end when my opponent’s health drops down to zero so that I can win the game.

### Developer requirements

# Use Cases.

# Activity Diagrams.

# Testing methods