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| Functional Requirement | |
| 1. Player Creation |
| 1.1 | Player allowed to choose a Name |
| 1.2 | Player allowed to choose between two classes Wizard or Warrior |
| 1.3 | Character stats are created |
| 1. Encounters |
| 2.1 | Fighting enemies through buttons selection options. Magic or basic attack |
| 2.2 | shopkeeper interacting through button selection options |
| 2.3 | Combat text with be color coded if using mana |
| 1. Player Level Progression |
| 3.1 | Gain experience from defeating enemies and bosses |
| 3.2 | Leveling rewards stat points which can be allocated to the players choice of stats |
| 3.3 | Player gets better items from opening chests which allows the player to be better defeating enemies |
| 3.4 | Enemy drops rewards and experience towards the player |
| 1. Companions |
| 4.1 | Defeating an enemy has a chance of wanting to be a companion |
| 4.2 | Enemies are more likely to be a companion when a companion slot is empty |
| 4.3 | Companions receives a percentage of experience points the player receive |
| 4.4 | Once a companion is defeated it cannot be revived and the player will have an empty companion slot |
| 1. Save State |
| 5.1 | Players will be able to save a state of the game |

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| Non-Functional Requirement | |
| 1. Performance |
| 1.1 | Don’t want the application to crash |
| 1. Operational |
| 2.1 | Played on PC |
| 1. Security |
| 3.1 | Players will only be allowed to save and load from a database not edit. |