

Software Requirements Specification
For
PC Pepper People

Functional Areas:

1. Menu
2. Gameplay
3. Pause

1. Menu
 - a. Player can start a new game
 - b. Player can possibly load a save game (if we implement that)
 - c. Player can exit the game
2. Gameplay
 - a. Player will press on keys to move character
 - b. Players can interact with objects and do things:
 - i. Attack
 - ii. Interact with NPCs
 - iii. Shop: buy equipment and sell
 - c. Player will have a clear view of the user interface:
 - i. Health visible
3. Pause
 - a. Gameplay can be paused at any time.
 - b. A minimal selection of options can be accessed when paused.
 - i. The game can be saved.
 - ii. The game can be closed.
 - iii. the resolution can be changed.
 - c. The same button unpauses the gameplay.

Non-functional Requirements

1. Resolution is acceptable
2. User platform must be Windows 10
3. Code will be maintainable and well documented

Appendix

Team Roles

- Sarah - Team Leader (SCRUM Master)
 - Organize Team meetings/work sessions
 - Ensures the project is progressing as scheduled
 - Identifies weaknesses and strengths
- Troy - Lead Designer
 - Designs game layout and sprite characters
 - Designs audio soundtrack including soundfx
- Mikey - Lead Programmer
 - Responsible for bulk of coding operations
 - Communicates with Lead Designer to ensure specifications are being met
- Kana - QA Leader
 - Locates game bugs and flaws
 - Makes usability suggestions
- Everyone - Analyst/Requirements Engineer
 - Since we're the client, we will confer with each other about game specifications