

Team: Darren White
Kristen Hanslik

Title: RPG Game

Project Summary: We are making a graphics based computer game that allows a user to customize his character using different classes, and watch as events and environments impact the story and character. We are looking to incorporate different classes of characters, each with their own characteristics, that will have different attributes the character can inherit depending on how the game is played.

Functional Requirements:

FR.1	There shall be 4 options to choose from to customize each of the 3 attributes of the character.		
FR.2	The users strength shall increase by a set amount of points for each goblin it defeats.		
FR.3	The user shall be able to make friends with a good goblin by offering the goblin a set amount of goblin treats.		
FR.4	When a user acquires 5 goblin friends, they will be awarded the title, "Goblin Master," which will provide a boost to their luck attribute.		
FR.5	When a user has defeated 10 evil goblins, they will be awarded the title, "Goblin Destroyer,"		

	which will provide a boost to their strength attribute.		
--	---	--	--

User Requirements:

UR.1	As a user I want to customize three attributes of my character.		
UR.2	As a user I want to be able to have my character level up in strength after defeating 5 goblins.		
UR.3	As a user I want to be able to make friends with nice goblins and have them follow me, assisting me in the journey.		
UR.4	As a user I want to be able to defend myself against bad goblins and get points for defeating them.		
UR.5			

Non-Functional Requirements

NFR.1	The user shall be able to start the game using a minimum of 2 commands, once they are in the folder that contains the game.		
NFR.2	The game should be pleasing to the eye,		

	with bright colors and simple shapes.		
NFR.3	The game should have a small file size, no more than 1MB.		

Use Cases: