

Computer Games Development SE607

Software Functional Specification

Year IV

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C00253517

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| [26/04/2023] |

**DECLARATION**

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26/4/2023

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# Introduction

LabEscape is a first person rogue like shooter that focuses on testing the accesibility features for people with disabilities. The game features procedural level generation , different types of gun and bullets and adaptive enemy behavior.

# Accessibility Features

The accessibility features included in the game for people with disabilities:

Customizable control: Players can remap controls to fit their individual needs, inluding alternative input devices.

Visual cues: The game includes visual cues to serve an alternate for audio cues for enemy footsteps. Red arrow will show where the enemies is and the opacity will indicate the distance between the enemy and the player.

Magnifier: A magnifier that will make any object or items appear bigger at where the magnifer is placed. Zoom effect and placement of the magnifier can be controlled by the player if an eye tracker is attached. It default to the middle of the screen.

# Bullet elements

LabEscape have 4 different bullet types which help the player in combat.

Ice: Freezes enemy movement for 2 seconds.

Fire: Sets enemy on fire, dealing damage over time for 3 seconds.

Electric: Deals area of effect damage.

Water: Slows enemy movement for 4 seconds.

Players can change their bullet types by interacting with objects in the game. The game uses an Enum class called "elements" to update the bullet's element, and the effects are applied when the bullet collides with an enemy.

# Gun Types

Three different types of guns:

Assault: Allows players to hold the fire button and keep firing until it runs out of ammo or needs to reload.

Burst: Fires 3 bullets with one click at a faster rate but requires the fire button to be clicked again.

Shotgun: Fires 5 bullets at a shorter range with random spread.

The behaviour of guns is controlled by a custom gun script, which includes settings such as time between shots, bullets per tap, spread, magazine size, and allow button hold. Changing these settings can affect how the guns behave.

# Enemy

## States

LabEscape’s enemies have three main states:

Patrolling: Enemies patrol around the room, avoiding obstacles and moving between multiple points in the room in a loop.

Chasing/Attacking: Enemies chase and attack the player if the player is within their vision cone.

Retreating: Enemies retreat and heal up if their health falls below a certain threshold unless an event occurs.

## Decision Making - Fuzzy Logic

LabEscape's enemies use fuzzy logic in their decision making, with threat levels based on the player's and enemy's health. Threat levels determine the speed at which enemies move, with lower health levels resulting in faster movement. Enemies prioritize attacking or retreating based on threat levels, making their behavior more passive or aggressive depending on the situation.

## Adaptive System

LabEscape's enemies have an adaptive system that adjusts their behavior based on the player's weapon usage. If the player consistently uses a particular bullet element, enemies will have more resistance towards that element. Example : If player keep on using ice bullet where it froze the enemy movement for 2 seconds. The duration will go down to 0 at one point , making it just like a normal bullet.

## Procedural Level Generation

LabEscape have different level layout everytime and in order to win , player have to clear a number of room depending on the size of the lab. If there are 10 lab rooms , player will need to clear 7 rooms. However, the number of rooms cleared is limited to 12 , to avoid player spending most of the game clearing room if the number of lab is big. The obstacle are also randomly generated everytime to make the game feels fresh.

# Playtest Session

Player will have a playtest session with questionnaire at the end. As the goal of the research is to study about accessibility in games for disabled gamer , participants with no disabilities will given limitation such as playing with one hand , playing with no sound and sitting further away from the screen.

# The questionnaire is as below:

