

Computer Games Development CW208

Software Functional Specification

Year IV

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| [14/04/2023] | |

[Declaration form to be attached]

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# Acknowledgements

We would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank #### Solutions for use of ….

# Functional Specification

Specify the major functionalities of the software system (use screen shots if appropriate).

Design and describe how the application will be used: e.g. Navigation sequence in Web based project.

This may necessitate some high level design in order to convey how the application may be used to access its functionality.

User interfaces should be specified loosely here (possibly screen shots of prototype user interfaces - you will not be held to using these UIs they are just to assist in explanation of your project functionality).

Include any element that you would feel conveys how you perceive your project will function.

# References

**Book**

Author(s) - family name, initials. (Year). *Title of book.* Edition. Place of publication: Publisher.

[1] Doe, B. (2013). *C++ for Game Developers.* Indianapolis: John Wiley & Sons.

**Report**

Author(s) - family name, initials. (Year). *Title of report.* Edition. Place of publication: Publisher. (Series and vol./no.).

[2] Burrows, D., *et al.* (2012). *Global Trends: Alternative Worlds.* Washington: National Intelligence. (Office of the Director of National Intelligence).

**Web-site**

Author(s) - family name, initials. (Year, month day). *Title of document.* [Online]. (URL). Place of publication: Publisher. (Date accessed).

[4] de Valk, J. (2014, May 12). AI for Games. [Online]. (URL https://www.somesite.com/articles/1234/). (Accessed 12 February 2014).