Requirements

Functional Requirements

F01 Protagonist and NPC's[1] can move.

F02 Protagonist can aim in any direction.

F03 Protagonist can collect items from the ground.

F04 Protagonist can equip collected items.

F05 Protagonist can consume potions.

F06 Protagonist can gain experience points to gain levels.

F07 Protagonist can spend levelpoints to increase stats (attributes eg. strength, fire rate, and precision).

F08 Protagonist can purchase potions (power-ups)

F09 Protagonist and NPC's can fire their weapon

F010 Protagonist and NPC's can take damage.

F011 Protagonist and NPC's will die, if damage exceeds their hit points (HP).

F012 Hostile NPC's has a chance to drop loot, when they die.

Non-Functional Requirements

Product requirements

P01 The system must save select game data to a database.

P02 The system should be developed using JMonkeyEngine (JME).

P03 The system should be developed in Java SE.

P04 The system should be compatible with Windows, Mac OS X and Linux.

P05 The system must be component based, and implement a component framework.

P06 Components must be able to load and unload dynamically.

P07 The system must apply algorithms and data-structures.

P08 The system must implement an AI.

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[1]Non Playable Character

Quality requirements

Q01 The game world should be procedurally generated.

Q02 The game should be playable with a game controller.

Q03 Equip-able items should be randomly generated.

Q04 The game should contain an engaging soundtrack.

Q05 The game must detect collisions between entities.

Q06 NPC's must implement an AI

Supplementing requirements

S01 Hello

Requirement Prioritization

Functional Requirements						
Id	Name	MoSCoW	Sys.[2]	Arch.[3]	Risk	Total
F09	Protagonist and NPC's can use their weapon	M	5	3	2	10
F01	Protagonist and NPC's can move.	M	4	1	2	7
F02	Protagonist can aim in any direction.	M	4	1	2	7
F11	Protagonist and NPC's will die, if damage exceeds their HP.	S	3	3	3	9
F10	Protagonist and NPC's can take damage.	S	3	1	2	6
F04	Protagonist can equip collected items.	C	3	3	3	9
F12	Hostile NPC's has a chance to drop loot, when they die.	C	3	2	3	8
F03	Protagonist can collect items from the ground.	C	3	2	2	7
F05	Protagonist can consume potions	C	3	2	2	7
F06	Protagonist can gain experience points.	C	1	1	2	4
F07	Protagonist can purchase potions	W	1	1	1	3
F08	Protagonist can spend level-points to increase stats	W	1	1	1	3

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[2]System benefit

[3]Architectural importance

Non-Functional Requirements						
Id	Name	MoSCoW	Sys.	Arch.	Risk	Total
Product Requirements						
P02	The system must be developed using JMonkeyEngine (JME).	M	–	–	–	–
P03	The system must be developed in Java SE.	M	–	–	–	–
P05	The system must be component based.	M	–	–	–	–
P06	Components must be able to load and unload dynamically.	M	–	–	–	–
P07	The system must apply algorithms and data-structures.	M	–	–	–	–
P08	The system must implement an AI.	M	–	–	–	–
P01	The system should save select game data to a database.	S	4	3	3	10
P04	The system should be compatible with Windows, Mac OS X and Linux.	S	–	–	–	–
Quality Requirements						
Q05	The game must detect collisions between entities.	M	5	4	5	14
Q01	The game world should be procedurally generated.	S	4	4	4	12
Q04	The game could contain an engaging soundtrack.	C	1	2	2	5
Q02	The game should be playable with a game controller.	C	2	1	1	4
Q03	Equip-able items should be randomly generated.	C	2	1	1	4
Supplementing Requirements						
S01	Hello	x	x	x	x	$3x$