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Homework 6

Functional Requirements:

- The user should be able to use the mouse to select different options (dialogue or choices) when they arise, assign different skill points to characters to optimize and customize them using a simple UI, and then use the keyboard to navigate through levels involving traps and enemies and puzzles. WASD should move the character, O & K should do different attacks, and Space Bar should jump.

Nonfunctional Requirements:

MINIMUM:

OS: Windows 7 SP1

Memory: 2 GB RAM

Storage: 4 GB available space

RECOMMENDED:

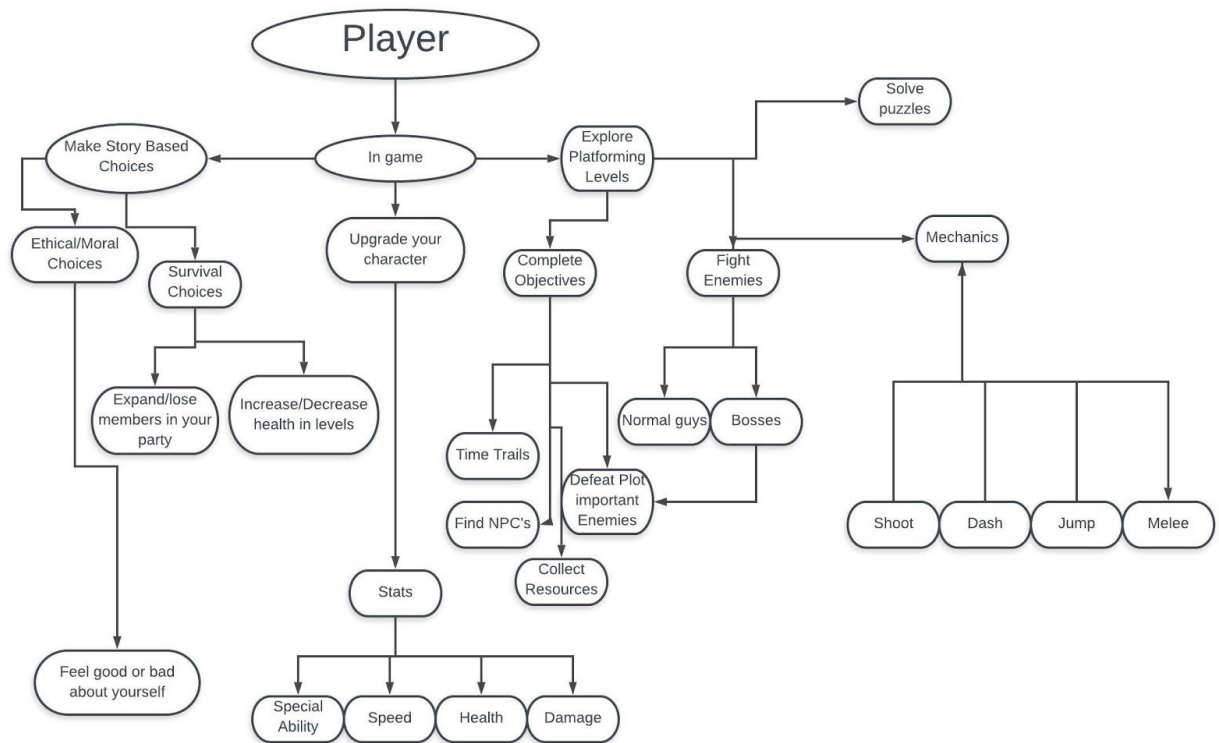
OS: Windows 10

Memory: 4 GB RAM

Storage: 6 GB available space

I took these requirements from Banner Saga, a game I see some similarity in design too. I want my game to be simple and run on most machines without problem. Taking up very little room and not causing too much of a fuss.

Use Case Diagram:



I hope this is what you meant!