**DunguonDuo RPG Documentation 1.0**

1. Lastenheft:

**1/ Zielbestimmungen:**

**The individual player should play the game (RPG) with another user via local/same platform. The following game (RPG) should be unavailable for single player use.**

**Player has to notice that the main game divided into:**

**-player 1 -player 2 -enemies -field**

**All modules should be pre-installed on the game.**

**The use of operations in the game should be easy, funny and fair for both users via the platform.**

**Each user should be able to identify his character before the game start and able to switch in the game at any time.**

**2/ Produkteinsatz:**

**Basic language for the game is englisch and/or deutsch.**

**Pastime with friends, when it gets boring.**

**Target group: Teenagers, children, and adult.**

**3/ Produktfunktionen:**

**Each player can directly connect to the game without login.**

**Each player has the ability to rename her/his character as wished.**

**Each player can keep or change each character's settings.**

**Each character has his own capacities which can be improved by choice.**

**Communication won’t be needed as both players should be using the same platform (same room).**

**When a player is AFK (Away From Keyboard) his/her character should be following the other player’s moves.**

**4/ Produktdaten:**

**Some of the settings and in-game information should be saved during the restart of the game for example Names (player1 and player2), Configurations (movement and graphics and sounds), Points, Wins & Loses (monsters defined and monsters left), Map.**

**5/ Produktleistungen:**

**The game should be able to restart the level when both players are dead, revive the player and put the next level when the current level is finished.**

**In the case of error-generating inputs, the player receives a list of all entered errors as an error message. And enable the player to correct the input data without getting annoyed by the errors.**

**6/ Qualitätsanforderungen:**

**The game should be at least 60 FPS (Frames Per Second).**

**The Graphics should be set automatically optimized and compatible with the player’s computer platform.**

**Loading modules in the game should be done once and saved in order to reduce the lag of loading them.**

**Saving & Loading data should take milliseconds.**

**7/ Ergänzungen:**

**The software environment is easy and flexible to make updates.**

**Support of the newest shaders.**

**Compiling to different platforms mainly PC.**

**Quellen:**

[**http://www.geoinf.uni-jena.de/fileadmin/Geoinformatik/Lehre/SoSe\_2007/GEO412/Literatur/Projektentwicklung/Lastenheft/Lastenheft\_Beispiel.pdf**](http://www.geoinf.uni-jena.de/fileadmin/Geoinformatik/Lehre/SoSe_2007/GEO412/Literatur/Projektentwicklung/Lastenheft/Lastenheft_Beispiel.pdf) **(Stefan K. Baur, 20.5.2005)**

1. **Pflichtenheft:**

**1/ Zielbestimmungen:**

**Local RPG Computer-game**

**Fight monsters**

**Collect resources**

**Discover field**

**Count victory points and determine winners**

**Playable for 2 Players**

**2/ Produkteinsatz:**

**All textures are in English or Deutsch**

**Funny animations and sounds**

**Multiple loots and monsters**

**3/ Produktfunktionen:**

**The main menu contains (Continue, Start new, Settings, Credits, Exit)**

**In-game chat is deactivated**

**Inactivity results to Ziel-path-following**

**4/ Produktdaten:**

**Before every exit from level or program, the game should ask to save.**

**On every start of the game, players are free to continue where they left it.**

**Each x seconds some parameters are saved during the game such as XP, monsters killed, States and more.**

**5/ Produktleistungen:**

**To avoid crashes and bugs, we create AI which detects if the game over or if it’s still playable or not.**

**6/ Qualitätsanforderungen:**

**On every start of the game, the graphics menu shows letting the user pick his favorite settings.**

**Loading page is necessary once every level to avoid ping and lag.**

**Saving and reading parameters using local files.**

**7/ Ergänzungen:**

**Software environment: Unity (C#)**

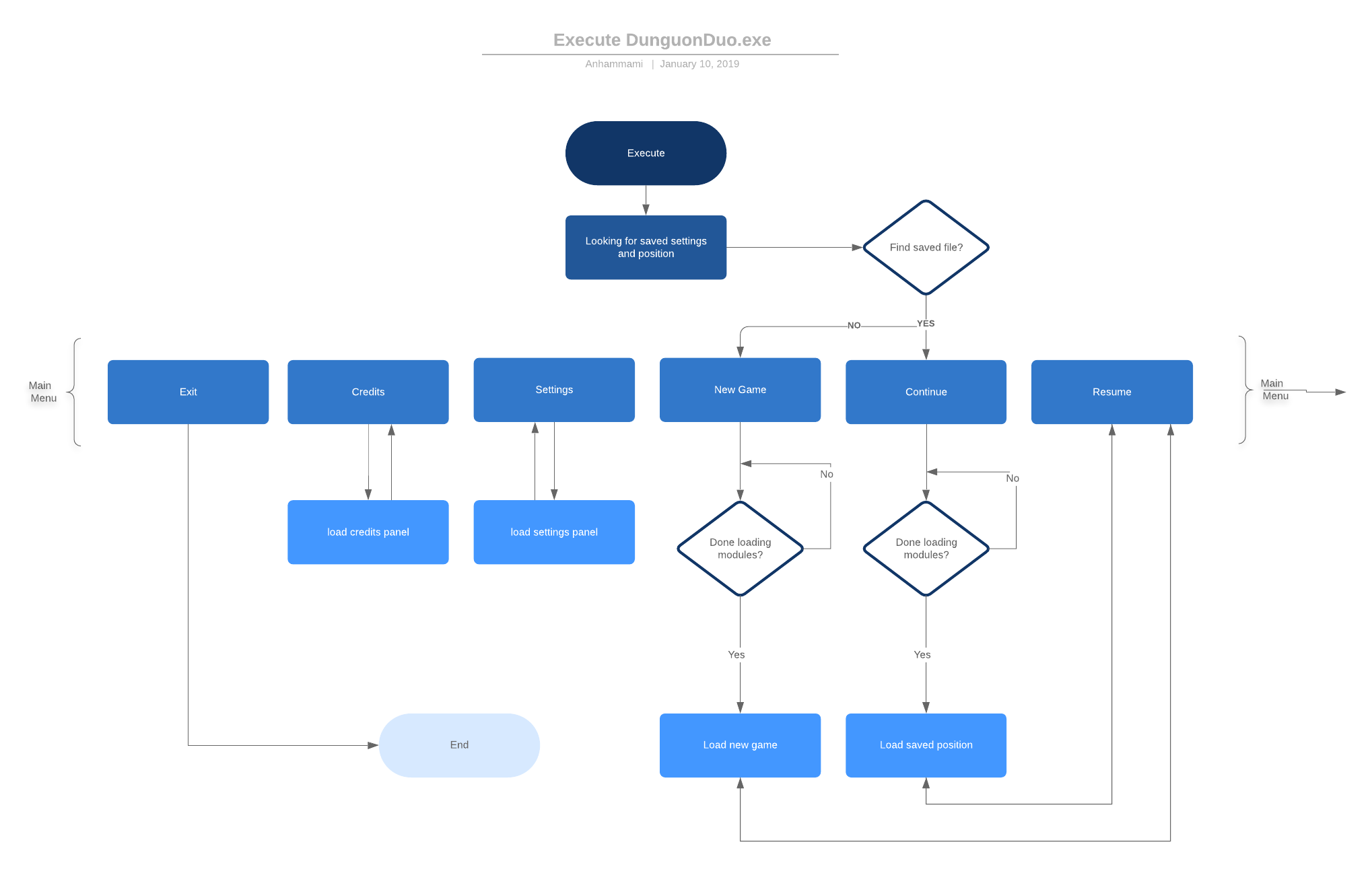
**Graphics: Photoshop / Illustrator / Blender / Maya**

**Hardware environment: PC, Monitor, Keyboard, and Mouse**

**Quellen:**

[**http://www.geoinf.uni-jena.de/fileadmin/Geoinformatik/Lehre/SoSe\_2007/GEO412/Literatur/Projektentwicklung/Pflichtenheft/Pflichtenheft\_Beispiel.pdf**](http://www.geoinf.uni-jena.de/fileadmin/Geoinformatik/Lehre/SoSe_2007/GEO412/Literatur/Projektentwicklung/Pflichtenheft/Pflichtenheft_Beispiel.pdf) **(Stefan K. Baur, 20.5.2005)**

1. **UML Diagrame:**

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