ITEC 3860- Software Development 1

CMS Requirements Definition Assignment

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| Last Rev. Date: | 8/27/2018 |
| Version Number: | 1.01 |

Document Change History

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| --- | --- | --- | --- |
| Version No. | Date | Name (Alias) | Description of Change |
| 1.0 | 08/27/2018 | AK | Initial Document |
|  |  |  | Revision. Additional Requirements |
|  |  |  | Revision. Update |
|  |  |  | Revision. Additional Requirements. |

### DOCUMENT PURPOSE

This document will provide a comprehensive explanation of our anticipated project ( a *text-based adventure game* ). It also serves the purpose of listing and explaining all functional and nonfunctional requirements for this game.

In addition, it will also expatiate on each of the functional requirements and non-functional requirements with reference to game rooms, room entry and exit points, artifacts, puzzles, hints, enemies, reward, impact, number of attempts, and health points.

### PROBLEM STATEMENT

*“A crime has just occurred in the neighborhood, several are injured, and some are dead. The player is lucky to be alive, but his wife has been captured and the assailant escaped before rescue team got to the scene. The player is determined to rescue his wife at all cost. He has to make a make several choices, solve several puzzles, endure/sustain several injuries, win several enemies, use several weapons, in order to defeat the invaders and rescue his wife.*

### SCOPE

To ensure this system is created in a timely manner with full functionality, this game will comprise of 30 different rooms, 8 reusable puzzles, 8 reusable attackers/demons, room entry, exit and linkage points to avoid sequential progression, short textual description of each room (graphics would be even better), , short textual description of each attackers/demons (graphics would be even better), survival kit/ weapons, health points when players is hit or hits the attacker, weapons, reward for killing attackers, …And so on(Please review and add)

### GENERAL OVERVIEW OF THE RESCUE MISSION GAME

The game will be a about a young man who embarks on a rescue mission, his main task is to rescue his wife, who has just been captured by the some invaders who invaded the neighborhood,

### LIST OF THE FUNCTIONAL REQUIREMENTS

### DEFINITION OF FUNCTIONAL REQUIREMENT

#### Course Management Subsection

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| Requirement Name | ------------------------------ |
| Tracking ID | F-RMG01 |

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| Tracking ID | RS04 |
| 1. Description: 2. Input Data: 3. Business Rules: 4. Output Data: 5. Outstanding Requirement Issues: | |

### LIST OF THE FUNCTIONAL REQUIREMENTS

### DEFINITION OF FUNCTIONAL REQUIREMENTs

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| --- | --- |
| Requirement Name | ------------------------------ |
| Tracking ID | NF-RMG01 |

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|  |  |
| Tracking ID | RS04 |
| 1. Description: 2. Input Data: 3. Business Rules: 4. Output Data: 5. Outstanding Requirement Issues: | |