

# Requirements Document

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## Introduction

This web application will allow users to create accounts for the “Zombie Attack!” game. Users will be able to play “Zombie Attack!” and create maps that can be used in the game. It will be finished by the end of the fall 2013 semester.

## Requirements

1. Website will allow users to create a user account.
2. There are 3 types of user accounts. Player, Designer, and Administrator.
  - a. All account types can edit their account and change their password.
  - b. Player
    - i. Every user account will automatically be a player.
    - ii. Players can view a list of maps that are available to play.
    - iii. Players can select a map, and play using the Zombie Attack! API.
  - c. Designer
    - i. Designers can create a map using pre-determined tiles.
    - ii. Designers can edit their account.
    - iii. Designers can view and edit their own existing maps.
  - d. Administrator
    - i. Administrators have all the privileges of a Player and a Designer
    - ii. Administrators can Add/Remove users
    - iii. Administrators can View/Remove maps
    - iv. Administrators can give privileges to other administrators
3. Sign up:
  - a. Option to be a designer or administrator.

- b. Designer checkbox will automatically allow user to be a map designer.
  - c. Administrator checkbox will send an email to the current administrators with a message outlining why the user thinks they should be allowed to be an administrator.
- 4. Map Designer:
  - a. Maps will be built in square chunks, and then assembled into a larger map
  - b. Designers will be able to:
    - i. Create and edit maps including:
      - 1. New maps will have a default terrain of all grass.
      - 2. Add tiles, events, and objects.
      - 3. Edit maps on three different layers: cloud, tree, and ground
    - ii. Keyboard shortcuts to make map editing quicker.
    - iii. Use an optional grid to help layout tiles.
    - iv. Copy and paste sections of map.
    - v. Undo/Redo changes.
    - vi. Maps will auto-save 15 seconds after a change, or with an explicit save.
- 5. Extra Features:
  - a. Players Win/Loss Statistics will be saved and they can view them while logged in.
  - b. Players may play Zombie Attack! as a guest.
  - c. The Play Map feature will open in a new browser window.
  - d. There will be a Random Map Selector for players.

## **System (Non-Functional) Requirements**

- 1. Google Chrome 29.
- 2. Ubuntu 12.04 Operating System.

## **Glossary**

- 1. Designer: A User account with access to the Map Designer Feature. A Designer is also a player
- 2. Player: A player account will allow a user to play the game.
- 3. Administrator: an account with Administrative, Designer and player privileges.

4. User: Someone who has signed up on the zombie attack site. This includes all Player, Designer, and Administrator accounts.
5. Zombie: A corpse said to be revived by witchcraft, esp. in certain African and Caribbean religions.
6. Attack! : A physical encounter with the intent to do bodily harm.
7. Game Map (within the context of Zombie Attack): Grid where the game is played.
8. Tiles: Square spaces on the game map
9. Events: Actions that happen during the course of the game
10. Objects: Part of the map that is not terrain, but consists of literal objects placed throughout the map
11. Maps: Playable scenarios
12. Layer: An editable tier of the map. Three layers will be editable in the Map Designer: the cloud, tree, and ground layers.
13. Cloud-layer: The uppermost level of editable features. Designers will be able to add clouds that will hover above the map
14. Tree-layer: The middle level of editable features. Designers will be able to add trees and objects that sit on the ground.
15. Ground-layer: The bottom level of editable features. Designers will be able to change the look of the terrain on the ground layer.