

Rokue-Like Supplementary Specifications

Version 1.0

Revision History

Version	Date	Description	Author
1.0	Nov 19, 2024	First draft for Rokue-Like game glossary.	GoGirls

1. Introduction

1.1. Purpose

This document captures the non-functional requirements, constraints, and supplementary details for "Rokue-Like", enhancing its functional requirements documented in Use Cases.

1.2. Scope

"Rokue-Like" is a challenging dungeon exploration game where the Hero must collect mystical runes, utilize enchantments, and evade monsters to progress through increasingly complex halls. This document ensures a robust, user-friendly, and performant gaming experience across platforms.

1.3. Definitions, Acronyms and Abbreviations

Term	Definition
Rune	A key item required to unlock the door to the next hall.
Enchantment	Power-ups that provide advantages such as extra life or protection.
Hall	Individual levels or rooms in the dungeon with unique challenges.
Hero	The player-controlled character exploring the dungeon.
Monster	Enemy creatures that hinder the Hero's progress.

2. Usability

2.1. Ease of Use

- The game should be accessible to both casual and experienced gamers.
- Tutorial prompts should guide new players through basic mechanics like movement, rune collection, enchantment use, and monster interaction.

2.2. Interfaces

2.2.1. User Interfaces

- Graphical user interface (GUI) should supports clear visibility of:
 - Hero status (lives, timer, enchantments).
 - Mini-map indicating hall layout and discovered areas.
 - Pop-up hints for nearby runes or enchantments.
- Accessible settings for volume, keybindings, and difficulty levels.

2.2.2. Hardware Interfaces

- For movement and interactions, the game input should be via keyboard and mouse.
- Compatibility with gaming controllers for a more immersive experience can be implemented in future work.
- Game Control Specifications:
 - Mouse Controls:
 - Left Click:
 - Interacts with objects to search for runes or collect enchantments.
 - Right Click:
 - Activates menu options like "Start Game," "Help," and "Exit."
 - Keyboard Controls:
 - Arrow Keys (Up/Down/Left/Right):
 - Moves the Hero across the grid in the respective directions.
 - R Key:
 - Activates the "Reveal" enchantment, highlighting a 4x4 grid region around the potential rune location.
 - P Key:
 - Activates the "Cloak of Protection" enchantment, hiding the Hero from Archer monsters for 20 seconds.
 - B Key + Direction Keys (A/D/W/S):
 - Throws the "Luring Gem" enchantment in a specific direction:
 - A: Left

- D: Right
- W: Up
- S: Down

3. Reliability

3.1. Availability

- The game should work reliably across supported platforms with minimal interruptions or crashes.

3.2. Error Handling

- The game should provide clear feedback for invalid actions (e.g., attempting to move through walls).

4. Performance

4.1. Responsiveness

- The game should ensure a maximum input latency of 50ms to maintain a seamless gaming experience.
- Interactions with game objects, such as picking up enchantments or opening doors, should be executed smoothly.

5. Supportability

5.1. Supported Platforms

- The game should run on Windows and macOS platforms with basic hardware requirements.

5.2. Scalability

- The architecture should allow future expansions, including new halls, monsters, and multiplayer features.

6. Design Constraints

6.1. Dungeon Design

- The game design should support the procedural generation of halls with varying challenges.

6.2. Visual Design

- Minimalistic, pixel-art style should be embraced to enhance clarity and support performance on a wide range of hardware.

6.3. Audio Design

- Immersive sound effects can be implemented for rune discoveries, monster attacks, and enchantment activations.
- Background music tailored to each hall's theme (e.g., eerie for Hall of Air, fiery for Hall of Fire) can be implemented.

6. Legal and Copyright Notices

- All third-party assets (music, sound effects, sprites) must comply with copyright regulations.
- Licensing information must be displayed in the credits.