

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.	Go Girls

1. Introduction

1.1. Purpose

The purpose of this document is to capture the non-functional requirements for the Rokue-Like game that are not covered in the core use cases.

1.2. Scope

This specification applies to Rokue-Like, a challenging and adventurous dungeon exploration game where the Hero collects runes, uses enchantments, and avoids monsters to progress through the halls.

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, with simple controls and a straightforward interface.

2.2. Interfaces

2.2.1. User Interfaces

The game interface should be intuitive, featuring on-screen guidance for movement, rune collection, and enchantment usage.

2.2.2. Hardware Interfaces

The game will interact with standard input devices such as keyboard and mouse and output to a display screen.

3. Reliability

3.1. Availability

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

4. Performance

4.1. Responsiveness

Controls and actions should be responsive, with minimal delay between user input and on-screen feedback.

4.2. Consistent Framerates

The game should maintain at least 30 frames per second on supported devices for smooth gameplay.

5. Supportability

5.1. Supported Platforms

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

6. Design Constraints

6.1. Dungeon Design

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