Video Game SRS Document: (PLACEHOLDER NAME)

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* **Purpose**

The purpose of this software is to serve as a demo and proof of concept for a yet untitled puzzle platformer video game.

* **Project Scope**

The software remains unnamed. This will be decided before development begins. We need only produce a small demo with a basic main menu, pause menu, and inventory menu. 4 or 5 puzzles, and a simple hub area. This makes it a relatively short experience, making it easily presentable at Hackathon and as an online demo. Windows initially, followed by Linux and Mac, with Mobile being optional.

* **Product Perspective**

Control Interface: ZXC and arrow keys.

User Interface: Manu navigation using arrow keys. Arrow keys during gameplay used for basic movement. (Changeable) Z for Jumping, X for Interaction, C for Time Switching (defined later). Alt used for inventory menu. Esc for pause menu.