**Requirements Document**

**Date Submitted:**

**Date:**

**Application Title:** Space Pirates RPG Concept Character Creator

**Purpose:**

This small application allows the user to make a starter concept character for a fictious Space Pirates RPG game. It then writes to a new file, named with the concept character’s name.

**Program Procedures:**

From a Java application, a user enters the character’s name they wish to create. The user also selects various (3-5 types) of characteristics, each in their own drop-down menu. Once all the characteristics are chosen, the user click’s save, then the application writes the characteristics to a new file titled with the character’s name.

**Algorithms, processing, & conditions:**

1. User enters character’s name.
2. User picks the different characteristics from various drop-down menus sorted by type.
   1. Character class
   2. Weapon
   3. Secondary Weapon
   4. specialty
3. User clicks “Save”, and the application writes the information to a new file.

**Notes & restrictions:**

If a file with the same name already exists, add a number (in incrementing order) to the end of the file name.

**Comments:**

**Use Case Definition:**

1. User views the home screen of the application.
2. User inputs the concept character’s name.
3. User picks the concept character’s characteristics.
4. User clicks “Save.”
5. The application writes the character information to a new file.
6. A refresh button is there so user can clear the information.

**Suggestions:**

\*\*User selects different traits from a skill tree.

\*\*Character starts with a set number of points to allocate to each skill. (strength, intelligence, weapon skills, etc.)

\*\*\*After the user clicks save display the saved information in an user-friendly way in addition to writing it to a file.

\*\*\*The refresh button should take you back to the home screen in addition to clearing out information.

\*\*\*User can pick the name of the saved file, so they don’t overwrite their old files.

Use Cases we completed this Iteration.

Suggestions for Next Iteration.