

**Requirements and Analysis Document**  
**Backend Boys**  
**BattleRace**

## **Idea**

Our project idea is to create a two-dimensional racing-game that you can play online with your friends. Our idea that the map is supposed to be randomly generated in the shape of a sine curve. The game is also supposed to have power ups that will be put out on the map and that the player should be able to pick up to get some sort of aid in winning. There's also going to be physics in the game such as gravitation so if you come at high speed on a hill your car will jump. The game is supposed to be played multiplayer/online but can also be played alone if you want to practice or test things.

## **User Stories**

The stories are ordered after what priority they have.

### **Epic**

I want to be able to play a game where I compete against my friends in a race.

1. As a user I want to be able to navigate in a menu where I can change settings and start the game.

- The user can change settings
- The user can choose to play singleplayer or multiplayer
- The user can start his own multiplayer game that other people then can join and connect to

1. As a user I want to be able to roam free in the game.

- The user can move backwards, forwards, up and down
- The user can reach a finish line

2. As a user I want there to be obstacles to make it harder.

- The user should be able to avoid obstacles
- The user should get "hurt" if he or she hits an obstacle
- When the user hits an obstacle he or she should get some type of defect from it

2. As a user I want to make it harder for my opponents with the help of power ups.

- Power ups are laid out along the map
- Some help you, others make it harder for your opponent
- Should be generated randomly

2. As a user I want to be able to see my friends drive around by being connected to a server.
3. As a user I want to compare myself to my friends in the form of points or time.
  - Add points
  - Able to see others' points
3. As a user I want to have sound in the game to improve my experience.
  - The user should hear sound effects from the game
  - The user should hear music in the game
4. As a user I want to be able to chat with my friends..
  - The user should be able to send messages
  - Others in the session should be able to read the messages

### Domain-model

