



Gameplay Mechanics Development

Coursework Report

Gavin George

1501029

# Document Version History

**Current**

**Version 0.1 –**

January 30th 2019

Table of Contents

[**Document Version History** 2](#_Toc536637505)

[**Preface** 4](#_Toc536637506)

[**Requirements Specification** 5](#_Toc536637507)

[1.1 Introduction 5](#_Toc536637508)

[1.2 Overall Description 5](#_Toc536637509)

[1.3 External Interface Requirements 5](#_Toc536637510)

[1.4 System Features 5](#_Toc536637511)

[1.5 Non-functional Requirements 5](#_Toc536637512)

[**UML Diagram** 6](#_Toc536637513)

[**Method** 7](#_Toc536637514)

[**Development** 8](#_Toc536637515)

[**Conclusions** 9](#_Toc536637516)

[**References** 10](#_Toc536637517)

# Preface

# Requirements Specification

## 

## Introduction

## Overall Description

## External Interface Requirements

## System Features

## Non-functional Requirements

# UML Diagram

# Method

# Development

# Conclusions

# References