1.4 product Scope

This document applies to the final version of the Living Hellscape video game made in Unity. Living Hellscape is meant to provide a fun and enjoyable experience exploring a 19th century haunted mansion. It is designed as a throw back to the 16-bit era of videogames from the 1990s and is an homage to games like The Legend of Zelda, A Link to the Past. The game will be built into an executable that can be distributed through the internet and be played on Windows x86 computers. The interface for the game will be the keyboard of the computer.

The game will feature several systems and mechanics. The game will take place in a top down version of a 19th century mansion. The player will be able to switch between different player forms, a human form and a ghost form, that have different abilities and restrictions. The player will get new abilities throughout the game. The player will have an inventory where they can store and use items found during the game. The game will have a few different enemies and will feature boss fights. The game will have saving and loading of play progress. The game will have dialogue and interactions through a textbox to provide story and plot.

2.2 Product Functions

* Have saving and loading
* Provide for three different game saves
* Have music and sound affects
* Have a wondering enemy type
* Have a chaser enemy type
* Have a ghost enemy type
* Have NPCs with dialogue
* Have objects you can interact with and or get messages from
* Have several abilities the player can use to fight through the mansion
* Have keys to unlock doors and locked doors to limit progress
* Have a boss fight
* Have consumable items
* Have an upgrade system
* Have many distinct and separate rooms and floors to explore