Feature Identification Document for Parker and Holt Game

Features are on the left and the number on right is its order of priority. There is a list of all items in order of priority at the bottom of the document.

**Over All Game Features**

3D Graphics

* Ogre3D
  + 3D Models 1
  + GUI Interface
    - Holt’s creating platforms and boxes 7
    - Item load out indicator 17
    - Trauma indicator – creeping red effect 17
  + Particle Effects 18

Physics – Realistic physics

* NxOgre – PhysX wrappers to work with Ogre3D 3

Sound

* FMOD
  + Character Sounds 16
  + Level Sounds 21
  + Music 22

Input

* Keyboard input 2
* Mouse input 2

Levels

* Creating levels 20

**Characters**

Both Character Features

* Walking 4
* Running 5
* Jumping 6

Holt’s Features

* Create a box by clicking in area
  + Determine if spawning the box is legal in the physics world 8
  + Use the scroll wheel to adjust the size of the box 7
* Force area of effect power
  + Adding a constant force in an area 11
  + Overriding the default effect of gravity in the circle 11
* Slow time power
  + Reducing the time step length for all objects in the area 12
* Create a platform by dragging mouse – plank takes shape of line drawn 13
  + Determine if spawning the platform is legal in the physics world 13
* Teleporters
  + Instantly change an objects position and relative velocity direction 19

Parker’s Features

* Wall Jump
  + Sensor around Parker to check if a wall is close enough to be jumped off of 9
* Grab onto ledge
  + Create join between Parker and ledge 10
* Slowly sliding down surfaces or even stopping on them (climber gloves)
  + Dynamically increasing friction Parker has 14
* Grappling Hook
  + Raycasts and joints 15

**Feature Priority List**

1. Loading 3D Models
2. Input – Mouse and Keyboard
3. Physics – NxOgre
4. Walking
5. Running
6. Jumping
7. Holt’s box GUI
8. Holt creating a box
9. Parker’s Wall Jump
10. Parker’s Grab Ledge
11. Holt’s Force Area of Effect Power
12. Holt’s Slow Down Time Power
13. Holt’s Platforms
14. Parker Slowly Sliding Down Surface
15. Parker’s Grappling Hook
16. Sound – Character Sound
17. GUI item Indicator and Trauma Indication
18. Particle Effects
19. Holt’s Teleporter
20. Levels
21. Level Sounds
22. Music