

# CSE326 Semester Project Requirement Spec: Anttris

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## **Abstract**

Lorem Ipsum

## **1 Project Overview**

Anttris is designed to be a game that offers both creative freedom and a competitive edge. The game revolves around solving puzzle cubes which are composed of different types of blocks. Each block has a special property allowing for sophisticated puzzles to be created. Players can solve the blocks by interacting with these blocks, doing things from removing blocks from the cube to setting off massive chains!

Anttris will include two different game-mode categories: competitive game modes, and single-player game modes. Single-player game modes will focus on clearing puzzles with emphasis placed on efficiency of the solution or solution time. Competitive game modes shift the focus to solving cubes faster than an opponent.

One central game concept to Anttris is the ability to create your own puzzle blocks. Players will be able to create custom blocks that they can use when playing competitively. The goal of the game here is no longer to

simply solve a cube faster than your opponent; you now also want to *create* a puzzle that will confuse your opponent long enough to solve theirs first.

## **1.1 Scope and Objectives**

## **1.2 Supplementary Requirements**

### **1.2.1 Interface Requirements**

To make our video game easy to use, it is required that the user interface provide intuitive interaction. To be able to make our game accessible to the standard user, we have adopted as a requirement that standard input devices – namely a mouse – be supported.

Graphical User Interfaces are to be simplistic, and not provide an overwhelming volume of functionality. Menu systems should contain no more than five (5) functional options. Menus should follow a logical tree and *aid* in game navigation.

### **1.2.2 Performance Requirements**

As Anttris is to be professional-grade software, it is both necessary and sufficient that it run quickly. As is the standard for video-games, Anttris will deliver a minimum of 30 frames per second, and a max of 60 frames per second. Any speed outside of this range on a modern-day computer is hereby defined unacceptable.

As previously mentioned, Anttris is designed to be a game available to a common computer user. To this end, the game is required to meet the above-defined speed standard when tested on computers commonly used in a traditional office workspace whose primary purpose is word-processing and web browsing.

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