

# **TITLE TBA** (Epic Kangaroo Quest (of doom (of darkness)))

TKITE-1 Projekt      Namn, namn, namn, namn

# 1 Introduction

## 1.1 Purpose of application

The goal is to create a fun and challenging computer game for a little more advance gamers. The application is also supposed to be for everyone else but the focus is still to make it challenging for the advanced gamers.

## 1.2 General characteristics of application

The application will be a desktop, standalone (non-networked), single-player application with a graphical user interface for the Windows/Mac/Linux platforms.

The game is a side scrolled 2D platform game that is level-based. The high-score will be saved when the player finish the game or more likely dies. If the game is canceled the player will have to start over from the beginning. There will be no possibility to save the game, so it has to be finished during one play through.

## 1.3 Scope of application

The application does include computer-based enemies. You can only play the game alone. The application does not save interrupted games or collect any statistics (high score or other). See Possible future direction

## 1.4 Objectives and success criteria of the project

To create a fully functional game with at least one playable level that the player can play through. The level should be a tutorial level that introduce the player to every function in the game.

## 1.5 Definitions, acronyms and abbreviations

GUI, graphical user interface.

Java, platform independent programming language.

JRE, the Java Run time Environment. Additional software needed to run an Java application.

Level, one map that the player has to accomplish to get to the next level

# 2 Requirements

## 2.1 Functional requirements

We will use Github to synchronize the project, Eclipse as a java-editor, Slick as a framework and Microsoft Frontpage as HTML-editor.

Listaa på saker att göra i programmet  
Icke-funktionella krav

### 2.3.1 Use case model

See APPENDIX for UML diagram and textual descriptions.

### 2.3.2 Use cases priority

#### **HIGH**

Start Game

Move

Collision

#### **MEDIUM**

Options

#### **LOW**

Pause

Item

### 2.3.3 Domain model

See APPENDIX

