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URD – UPB Shooting Game

I. Intro

Document Description:

The URD diagram is a high-level overview of the user requirements for a first-person shooter game. It provides a visual representation of the game's core features and systems, and how they relate to one another.

Definitions and Abbreviations:

FPS: First-person shooter

UI: User interface

GUI: Graphical user interface

NPC: Non-player character

Design: The game is a fast-paced, competitive FPS set in a futuristic world. It features a variety of game modes, including deathmatch, capture the flag, and objective-based modes. Players can choose from a range of characters, each with their own unique abilities and playstyle. The game also has a progression system that allows players to earn experience points and level up, unlocking new weapons, characters, and other content as they play. The game's story and setting are presented through in-game cutscenes and dialogue, and the player's actions will be influenced by the ongoing conflict between rival factions.

Hardware: The game will run on a range of hardware configurations, including both desktops and laptops. It will require a minimum of Windows 7 or higher and a DirectX 11-compatible graphics card. The game will also have recommended system requirements for optimal performance, including a quad-core processor, 8GB of RAM, and a dedicated graphics card. The game will support a minimum screen resolution of 1024x768 and a maximum of 1920x1080. It will also support multiple languages.

II. Functional & non-functional requirements

Here is a list of functional requirements for a shooter game:

The game should have a main menu that allows the player to start a new game, adjust settings, and view controls.

The game should have a character selection screen that allows the player to choose their character's appearance and loadout.

The game should have a level selection screen that allows the player to choose which level they want to play.

The game should have a pause menu that allows the player to adjust settings, view controls, or quit the game.

The game should have a death screen that displays the player's score and allows them to respawn or return to the main menu.

The game should have a system for saving the player's progress.

The game should have a system for displaying the player's health and allowing them to pick up health items to restore it.

The game should have a system for displaying the player's ammo and allowing them to pick up ammo items to replenish it.

The game should have a system for displaying the player's score and awarding points for various actions such as killing enemies or completing objectives.

The game should have a system for spawning enemies and generating their AI behavior.

Here is a list of non-functional requirements for a shooter game:

The game should have high-quality graphics and animations.

The game should have smooth and responsive controls.

The game should have immersive sound effects and music.

The game should have a low rate of technical issues such as bugs, crashes, and latency.

The game should be optimized for different devices and hardware configurations.

The game should have a scalable design that allows it to be expanded with additional content.

The game should have a user-friendly interface that is easy to navigate and understand.

The game should have a balanced and fair gameplay experience for all players.

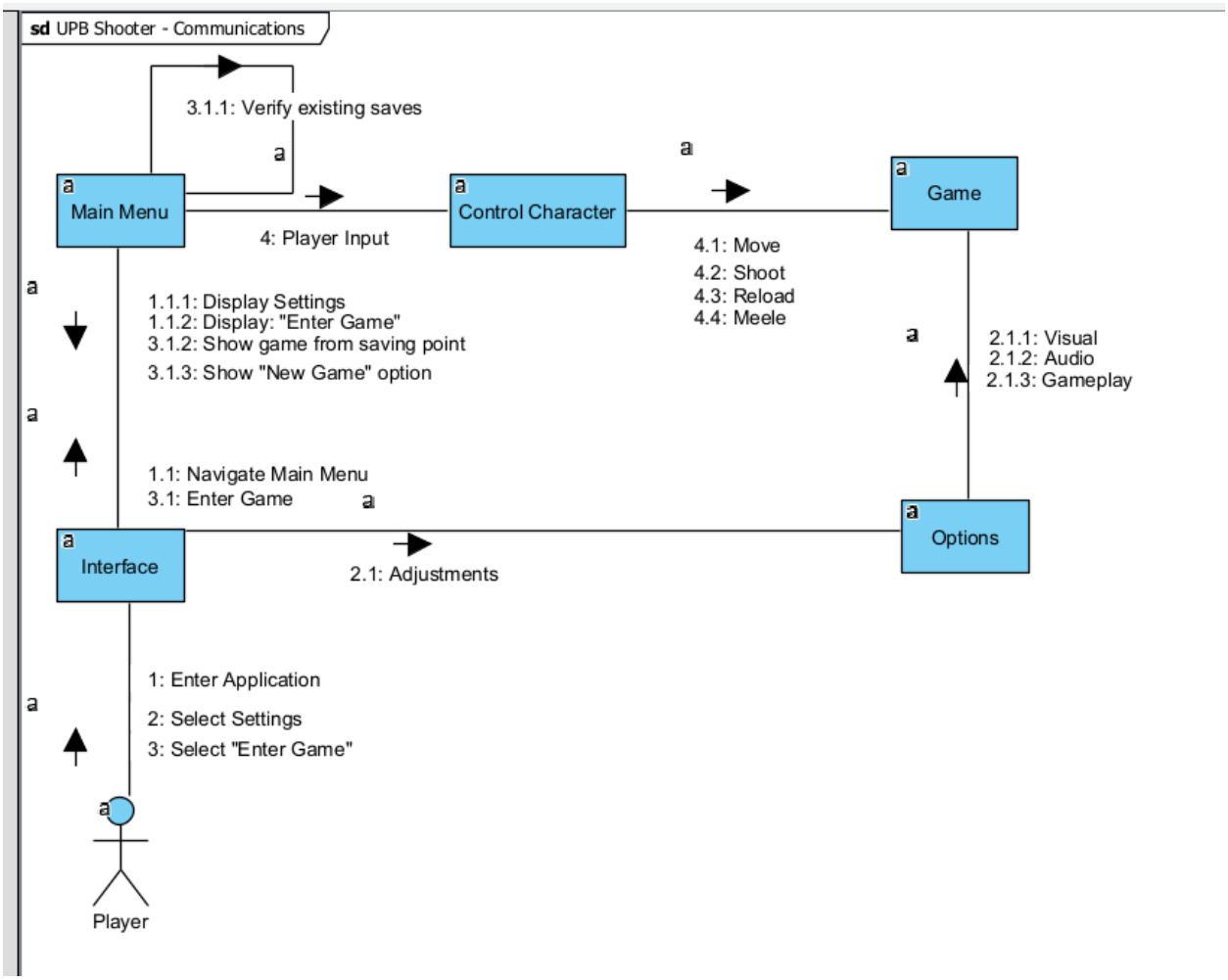
The game should have good replay value and encourage the player to return to it.

The game should be compatible with various input devices such as game controllers and keyboards.

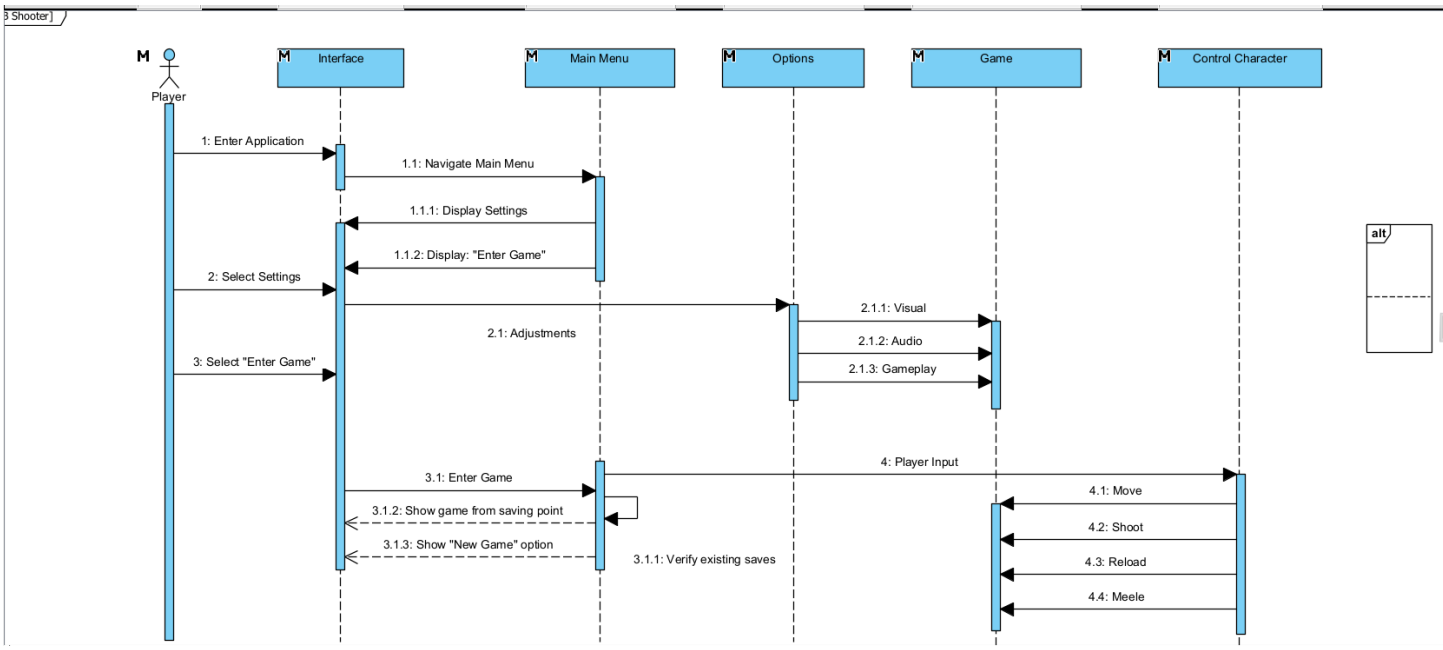
III. System models:

Stakeholders: insert imaginary or non-imaginary groups/corporations

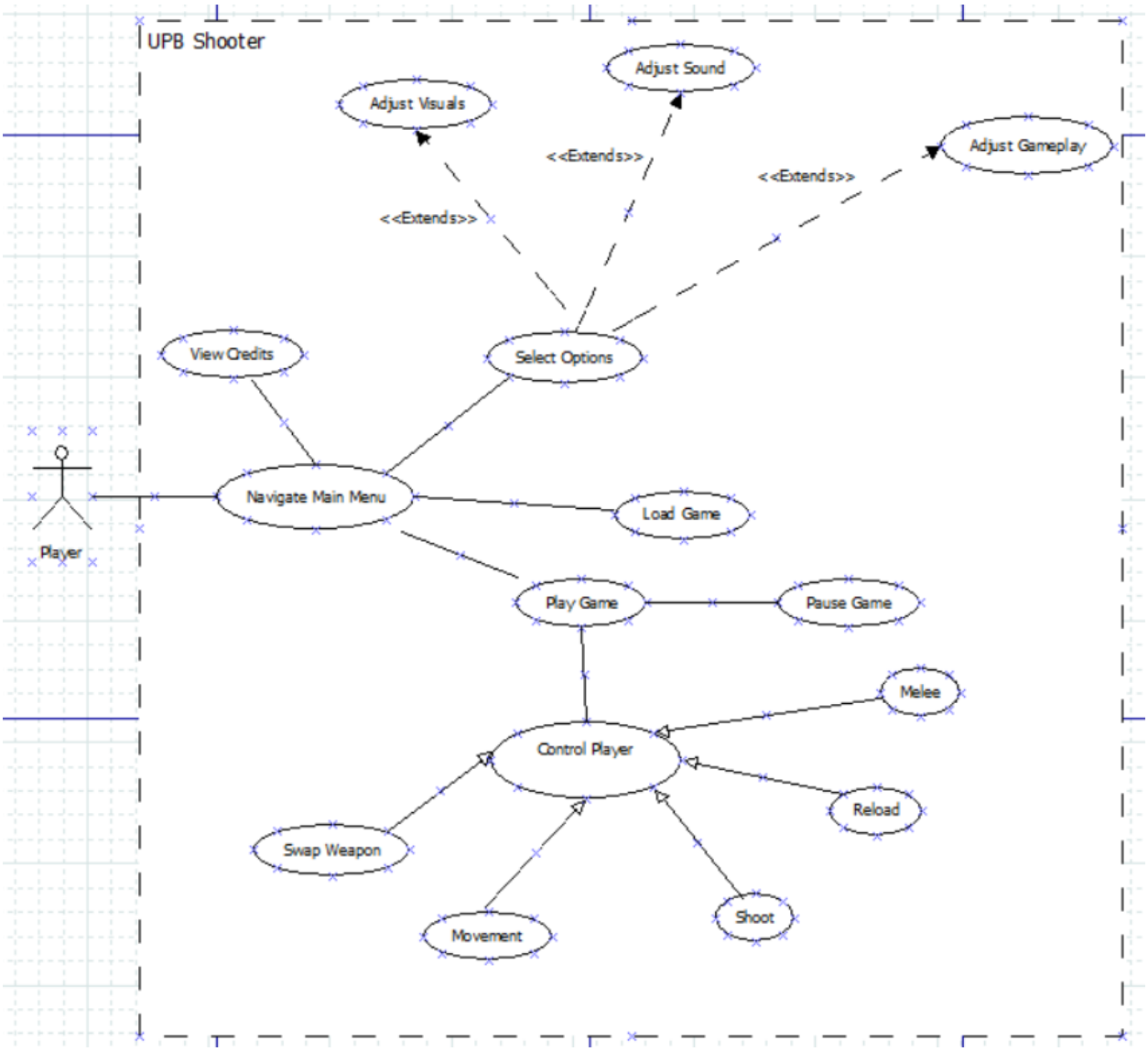
Communication Diagram:



Sequence Diagram:



Use Case Diagram:



Activity Diagram: