**The Maze Game**

**Requirements Analysis Document**

**For Geek Games.**

**Version 0.1**

**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 14/02/2004 | 0.1 | Project warm up, first pass | Gregory Simmons |
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**1. Product Overview**

Develop a text based adventure game based on the Dungeons & Dragons role playing system. The game is to be single player only and developed in the Java programming language.

**2. User Stories**

* Move Party - players specify the direction in which they wish their party to move. If an available exit exists in the direction specified the system updates the player's party location and returns a description of the new location
* Pickup Item
* Drop Item
* List Inventory
* Look at Item
* Look at Location
* Buy Item
* Sell Item
* Wear Armor
* Hold Weapon
* Use Item
* Unlock Door
* Ask Character to Join Party
* Ask Character to Leave Party
* Talk to Character
* Look at Character
* Flee Location
* Attack Character
* Roll Dice

**3. Use Case Model**

None at present.

**4. Supplementary Requirements/Constraints**

* Support for interchangeable user interface components
* Support for interchangeable persistent storage

**5. Domain Model**

See attached [Enterprise Architect File](lecture7.eap)

**6. Domain Rules**

Refer to [GameDescription](GameDescription.pdf) document.

**7. Glossary**

Refer to [GameDescription](GameDescription.pdf) document.