

# SOMA

Soma is a runner game. Our character is a miner. Miner runs in a mine to go out of the mine as mine is full of the carbon dioxide gas. However, character never reaches the door. While miner is running, miner will collect oxygen tube to do not die. Miner will collect black diamonds as in-game money. While running miner will face to some problems. For example, barricade, fire, or stone. To be able to overcome these problems, player should use swipe controls. Camera follows our miner from top-behind of the character. Waterfall software development methodology will be used to develop this project.

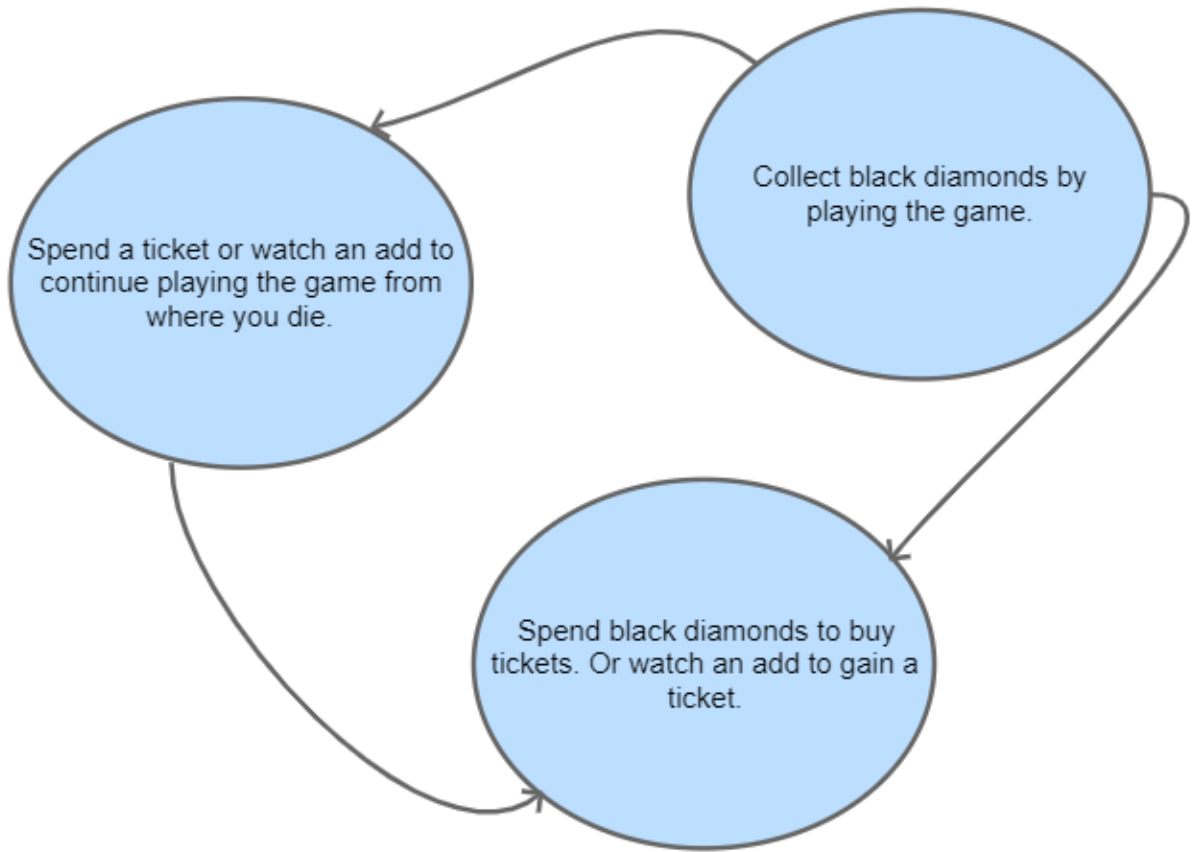


**LOADING SCREEN**



**GAMEPLAYSCREEN**

# CORE LOOP



# SOME GAME OBJECTS



Our character faces carbon dioxide poisoning. Collects oxygen tubes to stay alive. Collects black diamonds as in-game money. Does some movements to overcome the problems.



Our map is a mine which is full of carbon dioxide gas.



Oxygen tubes. Heals our character.



Black diamond. Character collects it while playing the game. Spends some black diamonds to buy ticket to respawn where character die.



Barrier. Character can jump above or slide below it. If character crashes to it, character dies.



Fire. Character cannot jump above or slide below it. If character crashes to it, tries to slide below it or, tries to jump above it, character dies.



Stone. Character can jump above but cannot slide below it. If character crashes to it, character dies.

# FUNCTIONAL REQUIREMENTS

Functional Requirements ID	Explanation	MOSCOW Priority (M, S, C, W)
FR1	End - users must be able to use swipe controls.	M
FR2	End-users must be able to restart the game when they die.	M
FR3	End - users must be able to collect oxygen tubes to get healed.	M
FR4	End - users must be able to collect black diamonds as in - game money.	M
FR5	End - users must be able to buy tickets.	M
FR6	End - users must have the opportunity to continue playing the game from where they die by using their tickets.	M
FR7	End-users must be able to see their health on the screen.	M
FR8	End-users should see red health if their health is below than 20%.	S
FR9	End - users should be able to gain ticket by watching adds in menu.	S
FR10	End - users should be able to continue the game from where they die by watching an add when they die.	S
FR11	End - users could buy tickets with their real money.	C
FR12	End - users won't be able go to out of the road.	W

# NON-FUNCTIONAL REQUIREMENTS

Non-Functional Requirements ID	Explanation	MOSCOW Priority (M, S, C, W)
NFR1	The game must work on Android devices.	M
NFR2	The game could work on iOS devices.	C
NFR3	The game should be deployed to the Google Play Store.	S
NFR4	The game could be deployed to the App Store.	C
NFR5	Character must die if crashes to the barrier.	M
NFR6	Character should die if tries to jump above the fire.	S
NFR7	Character must die if tries to slide below the fire.	M
NFR8	Character must die if crashes to the fire.	M
NFR10	Character must die if crashes to the stone.	M
NFR11	Character must die if tries to slide below the stone.	M
NFR12	The game should produce at least 60 frames per second on average for at least half of the devices we test the game.	S
NFR13	Black diamonds must disappear when they are collected.	M
NFR14	Oxygen tubes must disappear when they are collected.	M
NFR15	Character won't die when touches to the black diamonds.	W
NFR16	Character won't die when touches to the oxygen tubes.	W

# REFERENCES

- Subway Surfers

