Software Requirements Specification

for

Autopilot, PC Game

Version 1.0

Prepared by Islam Ghretlli

215185139

Under the supervision of

Dr. Abd Annaser Al-Diaf

Faculty of Information Technology,

Tripoli University

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# Introduction

The gaming world while vastly explored in other parts of the world, is grossly overlooked and neglected in Libya. An aspiring or budding game developer is not provided with the means to flourish and further this interest, as a career or hobby. This, besides being a waste of real potential and the end of young dreams, is an overlooked opportunity distinguish and enhance our country to the rest of the world, by means of widely renowned and profitable product.

PC gaming, while traditional, is an undeniably prominent faction of the gaming industry; and held as a personal interest and love; the author have chosen this platform for my intended project. Undoubtedly, the world of gaming is branching anew, and strongly, towards both online and in ways of smartphones. While not denying the potential, nor importance of this, it is equally important to not forget that PC gaming is neither deprecated nor obsolete in this industry, and pursuing distinction in this platform is not adding another drop of water to an already vastly explored sea; but rather should be respected and valued in its own right; acknowledging its more than impressively large fan-base and, shamelessly, financial opportunity.

The genre is an experimental blend between Point-and-Click, Multiple-Ending, and First Person Puzzle Games. Taking key aspects of each and setting them in a First-Person, 3D, Free Moving game-world setting.

The detailing of the different genres of games, as well as technology options and choices made for this project will be done in later chapters.

## Purpose

The purpose of this document is to give an understanding of the game and its purpose, functional and non-functional requirements.

## Objective

The aim is to create a functioning game for PC, playable on most processors (Core-i3 and above), that provides an engaging, enjoyable, and challenging experience in equal parts.

It is important to successfully and seamlessly combine the genres intended, namely: Point-and-Click, Multiple-Ending, and First-Person Puzzle game. Which is a rarely seen meeting of genres.

Such an effort provides a risk; each genre has its conventions and fan-base which live according to them, a combination of such risks alienating or creating a distasteful new feel to long-term, hard core gamers of each respective genre; it is the author’s attempt to create such a game that rather than failing to meet their expectations, the game should enhance their experience with a new flavor from the best of the other genres fore-mentioned.

In respect to the point-and-click aspect of the game, the player should find the world, while limited in size, easy to navigate and interaction with the objects within easy and natural feeling, in a manner similar to its original form.

In terms of multiple-ending, the choices the player makes will affect the overall course of the game and progression of the story, forcing multiple runs of the game to explore the many different possible routes and endings.

Its puzzles should provide a fair amount of challenge and complexity, while not overdoing it to the point of causing frustration, disinterest, or inability to complete the levels within. With that in mind, the puzzles mustn’t be so mundane, tedious, or easy that the player becomes bored with the game, or glosses over the game in a number of minutes.

## Game Scope

The game is an indie game (developed independently from any corporation), point-and-click, multiple-ending, 3D, first person puzzle game.

The project is intended as a graduation project as Software Engineer from the Faculty of Information Technology, Tripoli University.

Possible further development for online marketing and sale as a self-contained, indie game, is considered if the former two are achieved.

## Glossary

* Exe: executable file.
* Player: the user interacting with the game
  + The term User is interchangeable here as they are the same actor.
* Character: The in-game avatar being controlled by the player
* FR: Functional Requirement.

## ~~References~~

* IEEE Recommended Practice for Software Requirements Specifications IEEE Std 830-1998 (Revision of IEEE Std 830-1993)
* Ghost In Town, Graduation Project, Full Documentation
* Software Requirements Specification for the Dragon Adventure Game Document # CSC444-SRS-001A Revision A
* SRS Template Source: http://www.frontiernet.net/~kwiegers/process\_assets/srs\_template.doc

## ~~Overview of Document~~

Section 1 (Introduction) gives a brief description of what to expect of the game, its intended goals, as well as the product scope.

Section 2 (Overall Description) will provide insight to the inner workings of the game system, its functional, and non-functional requirements, supported by necessary diagrams and tables breaking them down into detail.

Section 3 (Requirement Specification) UML diagrams detailing the functional requirements from the previous sections, as well as the overall system, and Use-Case representation of the individual operations within.