Requirements

Functional requirements:

Non-gameplay related Requirements:

Scenario: Start menu
Trigger: Starting the app
Precondition: None
Basic path:
The user starts the application. When the app launches, a start menu appears.
Status on completion:
You end up at a menu which can take you to either a new game or the settings view, it also displays your current high score.

Scenario: Settings menu
Trigger: Clicking the settings menu button in the pause- or start menu.
Precondition: User at pause- or start menu
Basic path:
The user clicks the settings menu button. The settings menu then appears.
Status on completion:
A menu appears where you can configure different settings for the game.

Scenario: Pause menu
Trigger: Clicking the pause button, menu button (hardware on Android devices), interruptions such as incoming calls.
Precondition: User is in a game
Basic path:
The game is paused or interrupted by an incoming call. The game stops and presents a game paused screen which can take the user to the settings screen or resume the game.
Status on completion:
A pause menu is presented on the screen.

Gameplay related Requirements:

Scenario: Player jumps
Trigger: The left hand side of the screen is pressed
Precondition: User is in game, and the player character is contact with the ground.
Basic path:
The player presses the left hand side of the screen to jump.
Status on completion:

The player character accelerates upwards.

Scenario: Throw your chainsaw
Trigger: A point at the right hand side of the screen is pressed.
Precondition: User is in game and the chainsaw is in the player characters hand.
Basic path:
The player presses the right hand side of the screen.
Status on completion:
The chainsaw leaves the characters hands, traveling towards the point that was pressed.

Scenario: Game over
Trigger: The player character ends up outside of the camera view or collides with a lethal obstacle.
Precondition: User is in game
Basic path:
The player character ends up outside of the camera view or collides with a lethal obstacle.
Status on completion:
The game is over and the highscore is updated.

Non functional requirements:

Scenario: Game interrupted
Precondition: User in game
Basic path:
The game is somehow interrupted by say an incoming call. The game is then paused to prevent the player from losing the game.

Scenario: Ease of use
Precondition: None
Basic path:
The start menu enables you to easily understand the basics of the game. The navigation of the start menu is integrated with the controls and involves jumping and throwing the chainsaw.

Scenario: Multiple platforms
Precondition: None
Basic path:
The application should be built in a way that makes it easy to port to other platforms.

Scenario: Smooth graphics
Precondition: None
Basic path:
The application should run smoothly to ensure a fluent gaming experience, that is an even frame rate of at least 30fps and no hiccups.

Scenario: Highscore
Precondition: At least one game has been played
Basic path:
Upon game over, the current game session's score is compared to the current highscore. Should it be better than the old high score it will take it's place as the new high score.