Requirements

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| ID# | Type | Description | Rationale | Fit Criterion | Priority | Dependencies |
| 1 | Functional | Open World video game | An open world video game will encourage replay ability | Is the game open world? | High | #16 |
| 2 | Functional | Different tiers of enemies including a boss tier | As the player gets stronger, they will be able to fight higher tier enemies and earn better rewards | Do enemies get stronger as the player progresses | High |  |
| 3 | Functional | Defeated enemies will drop loot | So that the player will be rewarded for defeating enemies | Do enemies drop loot and does the player get rewarded? | Medium | #2 |
| 4 | Functional | Loot chest of various qualities | The player will be rewarded for finding chest in the environment | Does the chest contain loot and does the player get rewarded? | Medium |  |
| 5 | Functional | The player can customize their character (name and appearance) | Allows the player to have a more customizable experience | Can the player make a custom character? | Low |  |
| 6 | Functional | Player can earn experience points for defeating enemies | To allow the user to see their personal progression through the game | Does the player earn experience points for defeating enemies? | Medium |  |
| 7 | Functional | The player can spend experience points to level up their characters stats | The players character will be able to deal more damage to enemies and take more damage from enemies | Can the player upgrade their character’s stats? | Medium | #6 |
| 8 | Functional | Player can craft items from resource materials | The user will be able to craft health potions and arrows to restock their supply | Can the player craft items? | Medium | #3, 4, 9, 10 |
| 9 | Functional | Player can forage plants | This will allow the user to get resources to craft items | Can the user forage materials from plants? | Medium |  |
| 10 | Functional | Player can buy items from the merchant | Player will be able to buy weapons, armor, health potions, and resources from merchants | Can the player buy items from the merchant? | Low |  |
| 11 | Functional | Player can equip armor | Equipping armor will allow the player to take less damage from enemy attacks | Can the player equip armor, and do they take less damage from enemy attacks? | Medium | #24 |
| 12 | Functional | Player can equip weapons | Equipping weapons will allow the user to use a weapon that deals more damage or one that they prefer | Can the player equip different weapons? | Medium | #23 |
| 13 | Functional | The player can user health potions | Using health potions will restore the character’s health | Can the player use health positions, and do they regain health? | High |  |
| 14 | Functional | Merchants can sell items to the player | The merchant will have a limited supply of items, armor, weapons, resources, etc. that they player can purchase | Can the merchant sell items? | Low |  |
| 15 | Functional | Player checkpoints to set respawn points and restore health and health potions | The player will be able to rest at checkpoints, restoring health and health potions, but also respawning enemies | Can the player set a spawn point at a checkpoint and restore health and health potions? Do enemies respawn? | High |  |
| 16 | Functional | Procedural world generation | Allows the user to experience the game differently with each playthrough | Is each world/game different? | High |  |
| 17 | Functional | Enemy, chest, and plant spawn zones | Enemies, chest, and plants will spawn in certain regions based on their tier | Do enemies, chest, and plants spawn in the correct spawn zones? | High | #16 |
| 18 | Functional | Game ends on death of final boss | When the player defeats the final boss, the game will end to inform the player that they beat the game | Does the game end upon final boss’ death? | High |  |
| 19 | Functional | Player can kill merchants | Player can kill the merchants who will not respawn | Does the merchant respawn? | Low |  |
| 20 | Functional | Merchants will not restock their limited supply of items | This will cause the player to be carful of what they buy | Does the merchant have limited supply? | Low |  |
| 21 | Functional | Friendly NPC’s will defend themselves if attacked | If the player or an enemy attack a friendly NPC (i.e., A merchant) they will defend themselves | Does the friendly NPC defend himself when the player attacks him? | Low |  |
| 22 | Functional | Character classes. Classes will have different stats and add difficulty to the game | Classes will provide replay ability by encouraging the player to try out all classes. Additionally, some classes will be more difficult to use than others | Are the classes different? Do they have different stats, and do they provide different levels of difficulty? | Medium |  |
| 23 | Functional | Different weapon qualities | Different tiers of quality for weapons will provide the weapon with different stats i.e., damage | Do the weapons have different damage amounts? | Low |  |
| 24 | Functional | Different armor qualities | Armor will have different tiers of quality meaning the better the quality the better the damage resistance | Does the armor provide different levels of damage resistance? | Low |  |
| 25 | Functional | Different weapon types, i.e., swords, spears, daggers, etc. | Each weapon type will have different attacks that deal different amounts of damage. Damage will also be affected by character class | Are the weapon types different in damage and attack? Is the damage affected by character class? | Medium | #22 |
| 26 | Functional | Fast travel between checkpoints by using the map | The player will be able to travel between unlocked checkpoints | Can the player travel between checkpoints? | Low | #15, 27 |
| 27 | Functional | Map that displays the player’s current location, unlocked checkpoints, and merchant locations | This will allow the player to see where they are and plan where they want to go | Can the player open the map and view their current location, merchant locations, and unlocked checkpoints? | Medium |  |
| 28 | Functional | If the player dies, they will respawn at the last checkpoint they visited | If the player is killed by an enemy, then the player will respawn at the last visited checkpoint | Does the player respawn at their last visited checkpoint after they are killed? | High | #15 |