**Software Requirement Specification for "Disarraye"**

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**1. Introduction**

**1.1 Purpose**

This document outlines the software requirements for "Disarraye", a classic shoot 'em up game designed for Windows PC.

**1.2 Scope**

The document specifies the functionality, constraints, performance attributes, and system interface for the game.

**1.3 Definitions**

[Provide definitions for key terms used in the game, such as power-ups, levels, enemies, etc.]

**1.4 Overview**

The document describes the system requirements for "Disarraye".

**2. Overall Description**

**2.1 Product Perspective**

* **System Interfaces**: Describe the interfaces with the user's client and network.
* **Hardware Interfaces**: Specify the hardware requirements for running the game.
* **Software Interfaces**: Outline the integration with external software, including GitHub, Unity, Shmup Creator, and Visual Studio.
* **Communications Interfaces**: Detail communication protocols used, especially for multiplayer functionality.

**2.2 Product Functions**

* **Dynamic Weapon Upgrade System**: Detail the functionality allowing players to customize their ship's weapons.
* **Multiplayer Mode**: Describe how players interact in multiplayer games.
* **Record Keeping**: Specify functions related to recording game statistics and progress.

**2.3 User Characteristics**

* **Experience Level**: Users should have basic familiarity with shoot 'em up games.
* **Technical Skills**: Users should be comfortable with operating a Windows PC.

**2.4 Constraints**

* **Hardware Limitations**: Potential limitations in graphics and Java language requirements.
* **Platform Compatibility**: Ensure compatibility with Windows PC.

**2.5 Assumptions & Dependencies**

* **Java Environment**: Assumes users have Java 5 environment installed.
* **Network Connection**: Requires TCP connections for multiplayer functionality.

**2.6 Requirements Apportioning**

* Prioritization of requirements based on importance.

**3. Specific Requirements**

**3.1 User Interface**

* [Detail the user interface elements, including menus, HUD, and in-game notifications.]
* [Provide screenshots or wireframes of the UI layout.]

**4. Use Cases**

* **Connect**: Outline the process for connecting to other players.
* **Move**: Detail the process of selecting and moving player's ship.
* **Customization**: Describe how players can customize their ship's appearance and attributes.
* **Multiplayer Interaction**: Explain how players interact in multiplayer mode.

**Terms and Agreement**

**1. Purpose**

This agreement outlines the terms and conditions governing the development and distribution of the game "Disarraye" and sets forth the responsibilities of each party involved.

**2. Agreement**

By participating in the development, testing, or distribution of "Disarraye", all parties involved agree to abide by the following terms and conditions:

**3. Development Responsibilities**

* The development team, led by [Your Name or Team Name], is responsible for the design, programming, and testing of the game.
* Each team member is expected to fulfill their assigned tasks within the agreed-upon timeline.
* GitHub will be used as the primary platform for version control and collaboration among team members.

**4. Distribution and Licensing**

* "Disarraye" will be distributed as per the outlined revenue model in the Design Doc, offering both a free-to-play version with ads and a premium version.
* Unity and Shmup Creator will be utilized for game development, while Visual Studio will serve as the primary integrated development environment (IDE).

**5. Intellectual Property**

* All intellectual property rights, including but not limited to game assets, code, and design concepts, belong to the development team.
* Proper attribution must be given to third-party assets or resources used in the game.

**6. Testing and Feedback**

* Playtesting will be conducted at various stages of development to gather feedback and improve the game's quality.
* Feedback from testers and stakeholders will be considered during the iterative development process.

**7. Compliance with Laws**

* "Disarraye" shall comply with all applicable laws and regulations regarding software development, distribution, and intellectual property rights.

**8. Termination**

* In the event of unforeseen circumstances or disputes among team members, the project may be terminated with mutual agreement.

**9. Agreement to Terms**

* By participating in any aspect of the development or distribution of "Disarraye", all parties agree to abide by the terms and conditions outlined in this agreement.

**10. Modification of Terms**

* This agreement may be modified or updated as necessary with mutual agreement from all parties involved.