Requirements and Analysis Document for the game Blockster

Table of Contents

Version: 1.1

Date

Author: Oskar Jönefors, Eric Bjuhr, Emilia Nilsson, Joel Tegman

This version overrides all previous versions.

1 Introduction

This section gives a brief overview of the project.

1.1 Purpose of application

Entertainment.

1.2 General characteristics of application

The application will be a desktop, standalone (non-networked) game that will be keyboard-controlled. The user must apply logic and manipulate blocks in the environment to complete each level.
The game will be open for extension so that users can easily create their own levels and their own building blocks in the game by editing config files.

1.3 Scope of application

The application will be single player only. This player can switch between two characters who will cooperate to complete a level.

1.4 Objectives and success criteria of the project

It should be possible to play and complete at least two levels, and the users should be able to add their own content.

1.5 Definitions, acronyms and abbreviations

KOLLA

2 Requirements

2.1 Functional requirements

Create a list of high level functions here (from the use cases).

Player will be able to:

1. start a new game.
2. Select a specific level to play. (of those you have unlocked)
3. Maneuver the characters according to game logic. (right / left, climb blocks. no jumping)
4. Push certain blocks along the ground.
5. Lift blocks and move around with them.
6. … finns mer

2.2 Non-functional requirements

KOLLA

Possible NA (not applicable).

2.2.1 Usability

The game will be very easy to use. There will only be 3 different actions the player can make: Move, grab and lift.

2.2.2 Reliability

The game will not be connected to the internet hence no reliability issues is to be expected

2.2.3 Performance

Blockster will be a simple 2D game and will not require any heavy computer prestanda to run smoothly.

2.2.4 Supportability

N/A

KOLLA

2.2.5 Implementation

The Blockster game will be written in Java

KOLLA

2.2.6 Packaging and installation

KOLLA

...Måste diskuteras...

2.2.7 Legal

The name “Blockster” is already used for existing game titles. Whatever it is under Trademark or not will be investigated. If the name “Blockster” cannot be used the name will be change before release.

2.3 Application models

2.3.1 Use case model

UML and a list of UC names (text for all in appendix)

2.3.2 Use cases priority

1. Move
2. Grab
3. Lift

2.3.3 Domain model

UML, possible some text.

2.3.4 User interface

The GUI will be locked upon the currently active character, always keeping it in the center of the screen, only showing a small piece on the entire map at a time. When pressing the “switch” button, the screen moves from the active character to the other.

2.4 References

APPENDIX

GUI

Domain model

Use case texts