

# Requirements and Analysis Document for “How do I fly this thing”

## **Table of Contents**

Version: 0.21

Date: 2014-03-21

Author: Joakim Thorén, Francine Mäkelä, Mathias Carlsson, Martin Nilsson

This version overrides all previous versions.

## Innehåll

1 Introduction.....	3
1.1 Purpose of application.....	3
1.2 General characteristics of application.....	3
1.3 Scope of application .....	3
1.4 Objectives and success criteria of the project.....	3
1.5 Definitions, acronyms and abbreviations.....	4
2 Requirements .....	4
2.1 Functional requirements .....	4
2.2 Non-functional requirements.....	5
2.2.1 Usability .....	5
2.2.2 Reliability .....	5
2.2.3 Performance .....	5
2.2.4 Supportability .....	5
2.2.5 Implementation .....	5
2.2.6 Packaging and installation.....	5
2.2.7 Legal.....	5
2.3 Application models.....	5
2.3.1 Use case model.....	5
2.3.2 Use cases priority .....	5
2.3.3 Domain model .....	5
2.3.4 User interface .....	6
2.4 References.....	6
APPENDIX .....	7

# 1 Introduction

This section gives a brief overview of the project.

## 1.1 Purpose of application

The projects aims to create a networked multiplayer game in which players control a spaceship with firing capability. The players battle in a restricted zone within space and are supposed to destroy player opponents.

## 1.2 General characteristics of application

The application will be a desktop, standalone, networked multi-player application with a graphical user interface for the Windows/Mac/Linux platforms/ using only the keyboard for ensuring optimal laptop experience.

The application will be real-time. A user hosts a game, to which another player can connect to with IP. Directly when two players are inside the game a round starts. In this round the goal is to eliminate other players by maneuvering the ship with thrusters, which alters the spaceships velocity, and shooting projectiles at other players. There are abandoned space-stations in the space "arena" in which upgrades and/or powerups will be found. Colliding with a space-station will severely damage the hull of the ship. If another players joins the game he will have to wait for next round to start in order to spawn. Last man standing wins.

## 1.3 Scope of application

There is no reason to play this game alone, and therefore this will be impossible. The game won't allow you to save a game. There won't be any server application, only direct connection to host. Graphics are entirely 2D and very basic 2D, no special effects. No stats are saved permanently (no database). If host disconnects or shutdown his game session, there will be no host-transfer.

## 1.4 Objectives and success criteria of the project

Bellow are features of the game which should be implemented in order to consider de project a success:

- Main menu
  - Host game
  - Join game
  - Options (to adjust video settings and audio)
  - Exit
- 2D graphics representing game world
- Audio (sound effects when shooting, getting hit etc)
- Maneuverable spaceship with 3 different thrusters which move the ship and 1 gun which can fire

- Thrusters should move the ship based on where they are located. Thruster on bottom-right rotates ship anti-clockwise and move forward slightly, bottom-left thruster rotates clockwise and move forward slightly, middle thruster move forward fast. The general “feel” of maneuvering the ship should be similar to the game Rakete, see reference for link to Rakete-website.
- Spaceship keep their speed if thrusters isnt used (no gravity)
- Camera (screen) is adjusting itself to always show what’s infront of the ship
- Users able to connect to an host via IP-adress
- When 2 or more players are connected a round will start
- Temporary statboard for each game session
- Procedurally generated abandoned spacestations each round in which upgrades/powerups/equipment can be found
- Whenever a player enters a host and a new round is about to begin he spawns with a spaceship
- Spaceships have:
  - Hull (hitpoints)
  - Sheild (hitpoints that regenerates. Not as strong as hull)
  - Weight (alters movement speed. Increases if gun is a heavy-gun or if ship has much hull.)
  - 1 Gun
  - 3 thrusters which are independently controlled with key on keyboard
- Players can get hit by bullets shot by other players
- Players can collide with structures which causes massive amount of damage directly to hull
- Player spaceship explodes if it’s hull is 0.
- Once there is a last man standing the temporary staboard is displayed and a new round commences automatically within couple of seconds
- Users can quit the game at any time via ESC -> Quit game
- Users can disconnect from a game at any time via ESC -> Disconnect

## 1.5 Definitions, acronyms and abbreviations

## 2 Requirements

In this section we specify all requirements

### 2.1 Functional requirements

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

## **2.2 Non-functional requirements**

Possible NA (not applicable).

### **2.2.1 Usability**

### **2.2.2 Reliability**

### **2.2.3 Performance**

### **2.2.4 Supportability**

### **2.2.5 Implementation**

### **2.2.6 Packaging and installation**

### **2.2.7 Legal**

## **2.3 Application models**

### **2.3.1 Use case model**

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

### **2.3.2 Use cases priority**

#### **High:**

- Start game
- Host
- Exit
- Move ship
- Shoot

#### **Medium:**

- Join
- Join game

### **2.3.3 Domain model**

See appendix for Domain model diagram.

### **2.3.4 User interface**

Se appendix for image.

//Text to motivate a picture.

The player controls the orange spaceship. The users shields and hull is represented as bars in the top left corner of the screen.

## **2.4 References**

<http://www.mariov.ch/portfolio/project/rakete>, Rakete by Mario von Rickenbach

# APPENDIX

## Use cases

Use case: Start game

**Summary:** A user can start a game which removes main menu and displays the world (space) in which he can control his spaceship. UC Host and UC Join game extends this UC.

**Priority:** High

**Extends:** -

**Includes:** -

**Participators:** -

### **Normal flow of events**

Game world is loaded

	Actor	System
1	Clicks button which loads game world	
2		Load game world
3		Display game world

## Use case: Host

**Summary:** This is how the user host a game for others to join. Top alternative in main menu which is shown on application startup.

**Priority:** High

**Extends:** Start game

**Includes:** -

**Participator:** User

### Normal flow of events

User hosts a game

	Actor	System
1	Clicks the host button	
2		Stop displaying menu
3		Start game-loop

## Use case: Join game

**Summary:** This is how an user connects to an already hosted game. Alternative in main menu which is shown on application startup.

**Priority:** Medium

**Extends:** -

**Includes:** -

**Participators:** User

### Normal flow of events

User is prompted for IP to host



	Actor	System
1	Clicks the Join button	
2		Stop displaying menu
3		Prompts for IP to host

### Use case: Connect to server

**Summary:** Preceded by UC Join. When IP to host is entered and join game button is pressed, user will join the game.

**Priority:** Medium

**Extends:** Start game

**Includes:** Join

**Participators:** User

**Normal flow of events:**

User joins the host

	Actor	System
1	Clicks the connect button	
2		Connect to host
3		Display game world from host
4.		Spawn ship on next round

## Use Case: Exit (main menu)

**Summary:** On selecting exit alternative in main menu

**Priority:** High

**Extends:** -

**Includes:** -

**Participator:** User

### Normal flow of events

Application is closed

	Actor	System
1	Clicks the Exit button	
2		Application is closed

## Use Case: Move ship

**Summary:** When user presses any of the thruster keys the ship will activate corresponding thruster and move accordingly to laws of physics.

**Priority:** High

**Extends:** -

**Includes:** UC Start game

**Participators:** Player

### Normal flow of events

Player ship moves

	Actor	System
1	Clicks any thruster key	
2		Move ship according to thruster

## Use Case: Shoot

**Summary:** On pressing the shoot button in game

**Priority:** High

**Extends:** -

**Includes:** -

**Participator:** User

### Normal flow of events

Projectiles fires from the ship, in the proper direction.

	Actor	System
1	Presses shoot button	
2		Ship fires shots.

## Use Case: Collision with two spaceships

**Summary:** Whenever a spaceship collides with another spaceship they both explode (and die) instantly

**Priority:** Medium

**Extends:** -

**Includes:**

**Participator:** User

**Normal flow of events**

	Actor	System
1	Whenever a user maneuvers his spaceship and crashes into another spaceship	
2		Both ships instantly explode
3		Both players loses the round and become spectators

## Use Case: Collision with spaceship and projectile

**Summary:** Whenever a projectile collides with a spaceship the spaceship takes damage to its shield or hull corresponding to the projectiles power.

**Priority:** Medium

**Extends:** -

**Includes:**

**Participator:** User

**Normal flow of events**

	Actor	System
1	Projectil collides with a spaceship.	
2		The projectil is removed.
3		The spaceship takes damage.

## Use Case: Collision with spaceship and game world border

**Summary:** Whenever a spaceship collides with the border of the world the spaceship instantly explodes

**Priority:** Low

**Extends:** -

**Includes:**

**Participator:** User

### Normal flow of events

Spaceship collides with game world border.

	Actor	System
1	Spaceship collides with game world border	
2		Spaceship explodes instantly
3		User becomes a spectator

## Use Case: Collision with spaceship and pickup

**Summary:** Whenever a spaceship collides with any pickup in the world, it will gain the powerups or weapons (depending of content of the pickup)

**Priority:** Low

**Extends:** -

**Includes:**

**Participator:** User

**Normal flow of events**

	Actor	System
1	Spaceship collides with pickup	
2		Spaceship equips the weapon or get the powerup depending on the content of pickup

## Use Case: Collision with fixed objects

**Summary:** Whenever a spaceship collides with another fixed object (eg. spacestation or asteroid)

**Priority:** Low

**Extends:** -

**Includes:** -

**Participator:** User

**Normal flow of events**

	Actor	System
1	Spaceship collide with fixed object	
2		Spaceship explode instantly
3		User becomes a spectator

## Use Case: Ship destroyed

**Summary:** When a ship has lost all hull (health) it is immediately destroyed.

**Priority:** Medium

**Extends:** -

**Includes:** -

**Participator:** User

### Normal flow of events

User spaceship is destroyed.

	Actor	System
1	Spaceship has no hull.	
2		Spaceship is destroyed.
3		Corresponding player becomes spectator.

## Use Case: Start Round

**Summary:** When the game starts or a round is over a (other) round starts.

**Priority:** Low

**Extends:** -

**Includes:** -

**Participator:** User

**Normal flow of events**

	Actor	System
1	Second player joins or round has ended.	
3		Reset the map
4		Respawn all players
5		Enable all players

## Use Case: End Round

**Summary:** When only one player remains alive the round ends.

**Priority:** Low

**Extends:** -

**Includes:** -

**Participator:** User

**Normal flow of events**



	Actor	System
1	Is only one left alive	
2		Disable players
3		Display all stats
4		Start new round

## Use Case: Disconnect

**Summary:** Whenever bringing up in-game menu user can chose “disconnect from server” which destroys the players spaceship and disconnects him from server, bringing him back to the main menu

**Priority:** Low

**Extends:** -

**Includes:** -

**Participator:** User

### Normal flow of events

User spaceship is destroyed and user is disconnected

	Actor	System
1	Selects Disconnect in in-game menu	
2		User spaceship is destroyed
3		User is disconnected from server
4		User is brought back to main menu

# GUI

## Preliminary GUI

### Domain model

