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| Game Rules | | |
| Identifier | Priority | Requirement |
|  |  | Ten points is awarded for each dot PacMan eats. |
|  |  | Eating the large “power pellet” dots causes the 4 coloured gosts to turn blue for a pre-set duration. |
|  |  | When the ghosts turn blue pacman can eat these ghosts. |
|  |  | Eating the ghosts adds 200 points to the scoreboard for PacMan |
|  |  | Eating a certain number of dots in any level will cause the bonus item – usually a fruit to appear underneath the centre box. |
|  |  | When PacMan eats all the dots in a level that level is complete |
|  |  | If PacMan collides with any of the ghosts it will be eaten and lose a life. |
|  |  | PacMan has 3 lives at the beginning of every level. |
|  |  | When all three lives are lost the game is over. |
|  |  | The game has a total of 256 levels. |
|  |  | When PacMan loses a life the game start again for that level if there is any life remaing. |
|  |  | Eating the dots adds 10 points to the scoreboard for PacMan |
|  |  | Eating the bonus item adds 200 points to the scoreboard for PacMan. |

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| Game Layout | | |
| Identifier | Priority | Requirement |
|  |  | The game must have an enclosed maze where the player will control PacMan inside the maze. |
|  |  | The player controls a single protagonist character called PacMan to be a cute arcade game character. |
|  |  | The game has four differently coloured antagonist arcade cartoon characters. |
|  |  | There are 4 “Power pellets” within the maze that are larger than the ordinary dots/ |
|  |  | The game has a centre box, used as a chamber in the middle of the maze where the 4 coloured ghosts spawn from. |
|  |  | Below the spawn chamber in the game is a spot where the game will sometimes spawn a bonus item for PacMan. Usually a fruit. |
|  |  | The bonus item will spawn below the center box and above PacMan’s starting position. |
|  |  | At the beginning of each game PacMan spawns in the horizontal center of the maze below the center box as its starting position. |
|  |  | To the sides of the maze, in the vertical centre are two "warp tunnels", at the longitudinal ends, which allow Pac-Man and the ghosts to travel to the opposite side of the screen. |
|  |  | Remaining lives are shown at the bottom left corner outside the maze, initially 2 is shown at the beginning of each level. |
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| Game Function | | |
| Identifier | Priority | Requirement |
|  |  | The user must use PacMan to eat all the dots by navigating in the maze. |
|  |  | PacMan must avoid the four coloured ghosts while navigating the maze |
|  |  | When the ghost turn blue they travel through the maze slower. |
|  |  | When the ghosts turn blue, with a dizzied expression  , they all look the same and reverse direction. |
|  |  | When the ghosts turn blue, they are edible to PacMan. |
|  |  | When PacMan eats a blue ghost they disappear from their position and respawn from the centre box in the middle of the maze and resume their normal protagonist roles (lethal form). |
|  |  | After a certain pre-set time has elapsed the blue ghosts will turn back to their normal lethal form. |
|  |  | When a certain time is left before the effects of the power pellets wear off, the ghosts flash in between their blue colour and inverted colour. |
|  |  | The user can control PacMan to go up, down, right or left in the maze |
|  |  | PacMan will continue moving in the maze in the given direction by the user even after the user releases the key. |
|  |  | Once the game starts PacMan keeps moving in the given direction until it is blocked by an obstacle in the maze. |

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| Game Characters | | |
| Identifier | Priority | Requirement |
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|  |  | One of the ghosts is Blinky (red) – it gives direct chase to PacMan |
|  |  | The other two ghost is Pinky (pink) and Inky (cyan)  - try to position themselves in front of Pac-Man. |
|  |  | The fourth ghost Clyde (orange) – will switch from chasing and fleeing PacMan. |
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| Game Controls | | |
| Identifier | Priority | Requirement |
|  |  | At beginning of each level the game starts after the user presses any key |
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| Other requirements | | |
| Identifier | Priority | Requirement |
|  |  | User can choose the standard maze or random maze in the game controls. |
|  |  | A highest score count is kept in the game |
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Non-Functional Requirements (FURPS+)

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| Requirement ID | Requirement type | Requirement description |
| U01 | Performance | Minimum delay time regardless if game is hosted locally or on a server. |
| U02 | Usability | All the actors in the game are clearly distinguishable. (User can tell which is PacMan, Ghosts etc.) |
| U03 | Reliability | The control functions to PacMan at every level and after resuming the game from pause mode. |
| U04 | Reliability | The game resumes every time without glitches after pausing the game. |
| U04 | Functionality | The game has different sound effects for different scenarios. |
| U05 | Functionality | The game can be paused and resumed when needed. |
| U06 | Reliability | Game speed is reasonable at level and increments in reasonable steps for each level. |