CMPT 370 Requirements Document for Battle Bots

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**Overview:**

This document is the requirements contract between the student software engineers Mackenzie, Mitch, Will, Justin, Ryan and our client Chris Dutchyn. We will be developing a robot battle game for our client hereby referred to as Battle Bots. Everything contained within this document is our promise of what we will have in the finished program.

The finished program will allow users to play against other players, computer controlled robots, or run a simulation of a robotic battle between different robot teams. When the user chooses to play against other players or computers they will be able to visually see a board where they will take turns with their opponents. Each play will involve a series of rounds where each player will be given the ability to move a specific robot and attack anything within that robots’ range. The game ends when only one player has robots remaining. All robots will have their win and loss stats updated based on the outcome of the game. If the user chooses run a game with no human players then a simulation is run instead, showing the result of the simulation and an updated version of each robot team’s stats.

Walkthrough:

Upon execution of the game, a user friendly screen will be brought up. This screen will display a picture of the game and give the user three options to choose from. The first option to select from will be a ‘rules’ button that will bring the user to a new window and display all the rules of how to play the game. There will be pictures to help show the rules as well. There will be a ‘back’ button to return the user to the initial window shown at execution. The second option will be to quit the game, which will shut the game down. The third option will be a ‘begin’ button that will proceed with the game. Selecting this option will bring the user to a new window which will ask how many players the user wants the new game to involve. The options to choose from will be two, three or six players. The same window will then allow the user to choose how many of the players will be controlled by humans, and then have the other players controlled by computers. Once this is done, the game will initiate with all the users’ chosen parameters.

**Actors:**

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