

Computer Games Development

SRS (Software Requirements Specs)

Year IV

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**28/10/2021**

# Declaration

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**Acknowledgements**

**Functional Requirements**

**Functional Requirement #1**

The first major functional requirement for my software is the ability to include a header file that user wants to use for either collision handling or Newtonian physic-based movement. These headers will have public functions, where the user will only need to base in primitive data types. In case of movement, you just will need to pass the X and Y position and from there it will handle left/right or jumping movement.

**Functional Requirement #2**

The second major requirement will be the ability to tweak the values within the header files I have in my software system. These values could be values for acceleration, gravity or jump impulse. And by editing these values, you would be able to create a movement behaviour that you want for your game.

**Functional Requirement #2**

The last major functional requirement from my software system is to use different types of collisions within your game. For example, if a user plans to use rectangles that are not rotated at all and are not going to rotate. Then a user might want to use AABB collision, and within the header, there will be functions to set which collision type you want to use for a particular shape. But if the user is planning on using rotated rectangles, then he would want to enable SAT collisions, which the user will be able to through the user of my header in my software system.

**System Requirements**

**Software Requirements**

SFML (library)

Visual Studio

**Hardware Requirements**

**User Requirements**

**Input && Output Requirements**

**Communication Requirements**

**Usability Requirements**

**References**