Olde World Phunne – Maze Game

Requirements Specification 29/07/2019

Version 1.0

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# Introduction

Olde Worle Phunne games requires a new videogame to increase the number of visitors to its website. As per the provided design documentations, this game must be a simple maze-based adventure game in which a single player character is able to progress through a series or rooms, collecting money and avoiding obstacles in an attempt to reach an exit point with the most wealth possible.

The purpose of this game is to increase traffic to Olde Worlde Phunne’s website. With this in mind, the game should be easily accessible and simple to play.

The game shall take the form of a text-based command-line adventure game.

# Requirements

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| --- | --- | --- | --- | --- |
| **No.** | **Requirement** | **Further Details** | **Comments/Questions** | **Phase:** |
| Core Functionality: | | | | | |
|  | The Maze Game shall allow users to interact with the game through command line instructions |  |  | **1** |
|  | The Maze Game shall have a completion state |  |  | **1** |
|  | The Maze Game shall have a player death state |  |  | **1** |
|  | The Maze Game shall allow users to reset their Maze Instance at any point during play |  |  | **1** |
|  | The Maze Game shall generate a Maze on initialisation of the program, based on configuration values read from a text configuration file. |  |  |  |

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| Maze Structure: | | | | | |
|  | A Maze shall consist of a number of connected rooms. |  |  | **1** |
|  | A Room shall have four exit passages, with each exit passage connecting to another room. | Exit Passage directions are:   * North * East * South * West |  | **1** |
|  | Each room shall contain a number of items. | Items consist of collectables, such as money, and enemies. |  | **1** |
|  | One room within the Maze shall contain the final exit point of the Maze, which is the end-goal of the game. |  |  | **1** |
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| Game Items | | | | |
|  | There shall be two types of items in the game – enemies and money. |  |  |  |
|  | Money items shall be able to be collected by the player. |  |  |  |
|  | The player’s total amount of money shall be recorded in the game |  |  |  |
|  | Enemies shall be able to steal money from the player. On stealing money, the player’s total amount of money shall be reduced. |  |  |  |

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| Game Flow: | | | | |
|  | The user shall be able to start the game executable file. |  |  | **1** |
|  | The user shall be able to generate a new Maze based on the configuration file. |  |  | **1** |
|  | Once a new Maze has been generated, the use shall be able to start a new instance of the game. |  |  | **1** |
|  | The game shall present the user with a description of the room they are currently in | The description of the current room shall include:   * The exit passages in the room * The enemies present in the room * The treasure present in the room |  | **1** |
|  | The user shall be able to perform actions within the current room. |  |  |  |
|  | The game shall provide feedback for each of the user’s actions. |  |  |  |
|  | The user shall be able to progress to different rooms through the use of passages. |  |  |  |
|  | If the user does not clear all enemies from a room before attempting to leave the room, they shall receive damage. |  |  |  |
|  | If the user receives damage, they shall lose money |  |  |  |
|  | If the user reaches the exit point of the maze, the game shall present a summary of their progress | This summary shall show the number of rooms traversed, as well as the amount of money the player has accumulated. |  |  |

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| Other: | | | | | |
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# Mock-Ups

## Listing View

## YP At Risk tab

## Create/Edit

## Add Note

# Data Formats