Unity Project Requirements Document

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Draft 1

*CSC 4420*

*Unity Group*

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1. Introduction

## 1.1 Purpose

The purpose of this requirements document is to offer a comprehensive description of the Unity Game Capstone Project. It will cover each intended feature as well as go over the client’s specifications for completion. The document’s envisioned use is to be a contract between the Capstone team and the client that acts as a reference for developing the finished product. This document will also cover software, hardware, and the user interface.

* 1. 1.2 Problem Description

Problem description goes here.

* 1. 1.3 Project Scope

The Unity project is the collaboration between the artists of the College of Creative Studies and the software engineers of Wayne State University. The goal of the project is to create a small, fully playable videogame known as a demo that is playable on personal computers. This demo will exhibit the various gameplay elements that the full-fledged game will contain.

* 1. 1.4 Glossary

**Example Term or Acronym** – Example Description

**Demo** - Playable demonstration of core gameplay mechanics

**PC** – Personal computer

# General Description

* 1. 2.1 Product Perspective

Summary of similar technologies/games possibly.

* 1. 2.2 Product Functions
  2. 2.3 Users/Perspectives
  3. 2.4 Constraints
     1. Business Constraints
     2. Technical Constrains

# Functional Requirements

Write all verbs in full. Do not use contracted forms like don’t or can’t. Do not use abbreviations such as info (for information) and asap (for as soon as possible). Limit the use of passive voice. However, there are some situations where passive verb forms are preferred to active forms. For example, active verb forms used with the first person singular are not considered appropriate in formal or academic writing.

## Sub Heading 1

Example text for sub heading.

# References

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| Doc Number |  | Doc Version | Doc Name & Location |
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# Document Revision History

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| --- | --- | --- | --- |
| Revision | Date | Author | Changes |
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# Appendix

Material including referenced documentation the web or elsewhere, as well as alternative designs or items/ideas for future improvements.