

Software Requirements and Design Document

For

Group 19

Version 1.0

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1. Overview (5 points)

"Shogun's Curse: Spirits of the Fallen" is an immersive, action-adventure game that transports players into the mystical realms of feudal Japan. The narrative-driven experience unfolds through the eyes of a dauntless samurai plagued by a nefarious curse, challenging players to combat sinister human adversaries and malevolent spirits. The game intricately blends heart-racing combat, strategic gameplay mechanics, and a captivating storyline, promising a riveting adventure that pays homage to the cultural and historical tapestry of its setting.

2. Functional Requirements (10 points)

The system shall allow players to navigate the protagonist in a 2D environment. [High Priority]

The system shall provide combat mechanics, including but not limited to melee combat, defensive maneuvers, and special abilities. [High Priority]

The system shall introduce non-playable characters (NPCs) that the player can interact with to advance the storyline. [Medium Priority]

The system shall include an inventory system where players can store, retrieve, and use items. [Medium Priority]

The system shall implement save-game functionality to allow players to resume their progress. [High Priority]

The system shall feature health and stamina bars to monitor the protagonist's status. [High Priority]

The system shall incorporate a diverse range of enemies, each demanding a unique strategic approach from players. [Medium Priority]

The system shall include a quest system, with main storyline quests and optional side quests. [Low Priority]

3. Non-functional Requirements (10 points)

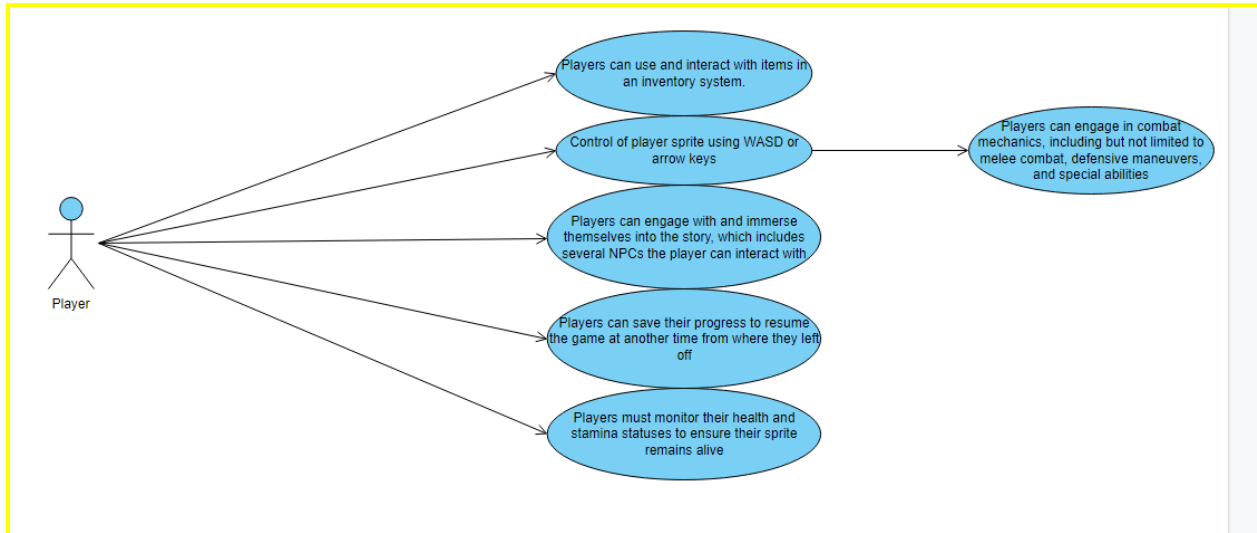
Performance: The game shall run smoothly, maintaining a consistent frame rate suitable for fast-paced action. [High Priority]

Reliability: The game shall not crash or lose player data during gameplay. [High Priority]

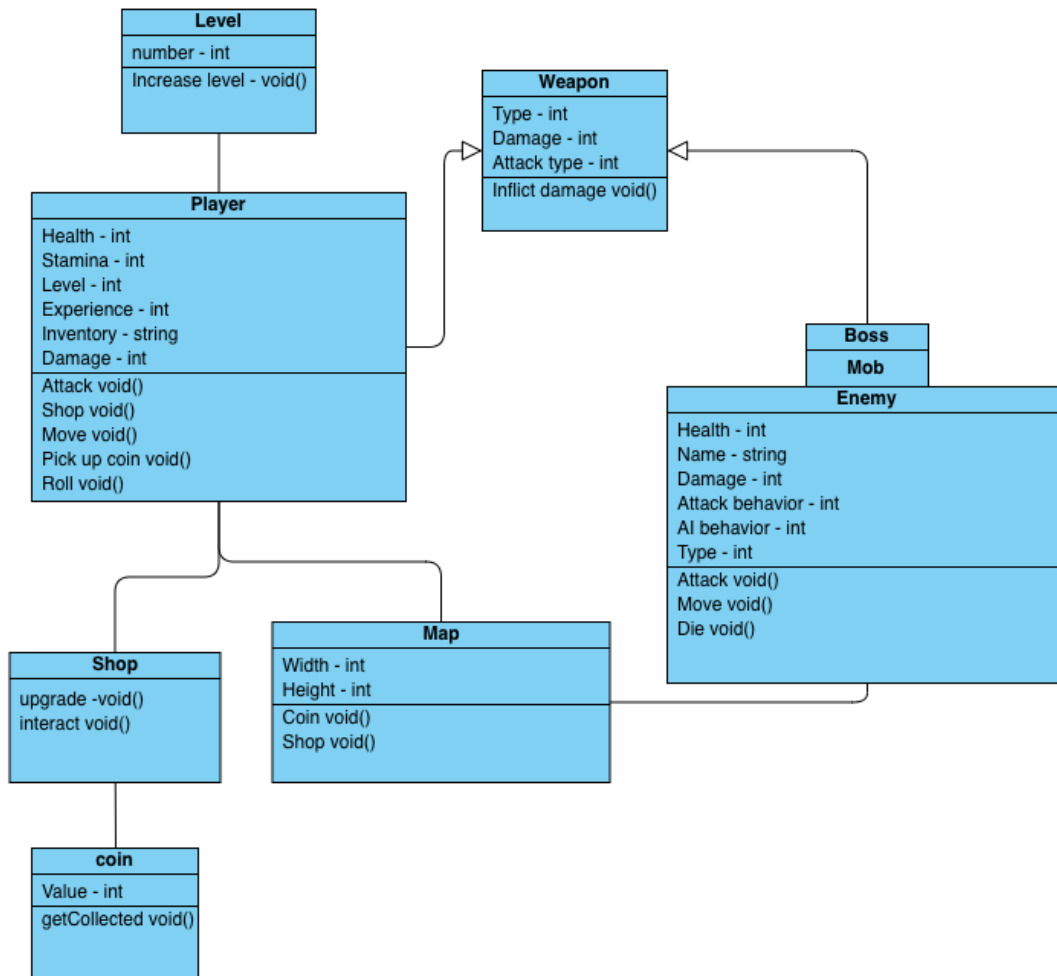
Usability: The game's controls and mechanics shall be intuitive and easy to master, even for players unfamiliar with action-adventure games. [High Priority]

Compatibility: The game shall be compatible with common PC configurations and the specified operating systems. [Medium Priority]

4. Use Case Diagram (10 points)



5. Class Diagram and/or Sequence Diagrams (15 points)



6. Operating Environment (5 points)

The software is designed to operate in a PC environment. Specific requirements are as follows:

Hardware Platform: Compatible with mid to high-range PCs, specific requirements TBD

Operating System: Windows 10 or newer, MacOS (specific versions)

Software Requirements: Requires DirectX 11 or newer, compatible with most common sound and graphics cards.

Additional Components: TBD based on development (e.g., specific drivers or software suites)

7. Assumptions and Dependencies (5 points)

Assumptions: The game assumes a stable high-speed internet connection for downloading updates or patches. It assumes the presence of modern PC hardware and updated operating systems among users.

Dependencies: The development depends on the Unity game engine's stable version for building and deploying the game. It also relies on third-party assets (to be determined), potentially subject to licensing and availability constraints.