CS-251 Software Engineering 1

Multiplayer Distributed Game

"Crazy Minions"
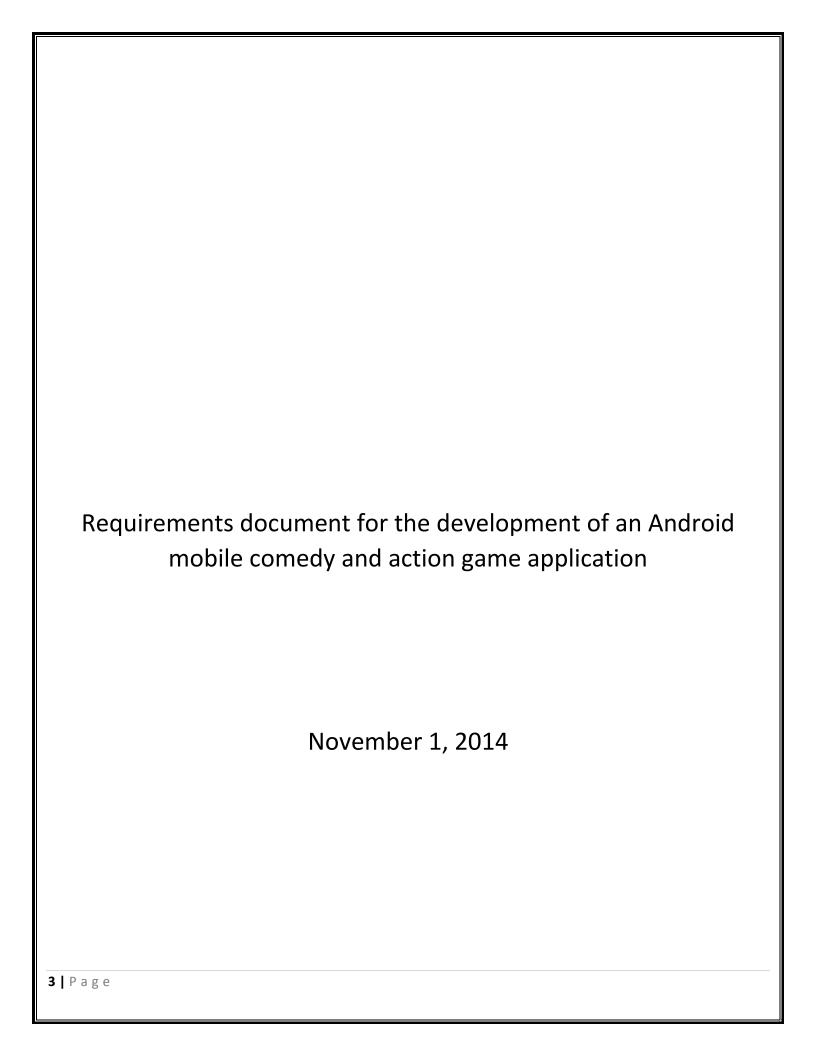
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Requirements document for the development of an Android mobile comedy and action game application

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Crazy Minions

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Chapter 1

1 Introduction

1.1 The purpose

This document describe the development of an Android mobile comedy and action game application called "Crazy Minions" , It is intended for the designer, developer and maintainer of the development of an Android mobile game.

1.2 The scope

This software is an Android mobile comedy and action game application called "Crazy Minions" and it for Multi-player not for single player, it for spend Free time.

Chapter 2

2 Proposed System

2.1 Overview

This project focuses on the development of an Android mobile game application called "Crazy Minions".

Crazy Minions is a two-player-game. Each one of them is named by his mobile name. The 2 players compete on a limited score, and a timer is set, as much as the timer goes up, the game difficulty level goes up as well.

The game consists of three major scenes , its main scene screen consists of "Play" , "Sittings", "Help" and "Exit" , the second scene screen is Play field and the third scene screen will contain information about each player in terms of number of Minions and baby Minions that have been shot and the score of each player.

2.2 Functional Requirements

The Crazy Minions game supports one type of user: the player. The player tasks include downloading, installing, playing and configuring the game. The player tasks and the behavior of the system leads to the following functional requirements:

2.2.1 Downloading and installation

User will be able to download and install the game from the Store, by searching for the game name then choosing it, it will automatically start downloading and then launching.

2.2.2 Starting the game

Player can start playing the game by pressing on the "Play" button.

2.2.3 Setting score

Player 1 can choose the score to start the game; the score is a limited number of Minions that both the 2 players will try to reach.

2.2.4 Choosing available competitors

Player 1 will be able to choose who he wants to compete. The Bluetooth scanner will search for available online competitors.

2.2.5 Notifying the competitor

Player 2 who is already signed in the game will be notified that player 1 wants to compete him.

2.2.6 Navigating the gun:

When the game starts, each player can navigate the gun on the screen to the position he wants to shoot the Minion in, by holding the gun by the player's finger and moving his finger on the touch screen.

2.2.7 Firing towards the Minion:

Each player can fire the gun to shoot the Minion by pressing on the "Fire" button.

2.2.8 Editing Sound effects

When the player select "Settings", He can control the volume of sound effects.

2.2.9 Editing Music

The player can also control the volume of music from 'Settings'.

2.2.10 going back

The user can go back from the settings menu or the help menu by pressing on the '' Go back'' button.

2.2.11 helping the player

If the player does not know rules of Crazy Minions game, he can know the rules, by pressing on the "Help" button.

2.2.12 stopping the Crazy Minions application

If the player want to stop the Crazy Minions application, he can select "Exit".

2.2.13 pausing the game

When the game is running, the player can stop the Crazy Minions game, by pressing "Pause" button. All Crazy Minions and baby Minions of the playing field stop their jumping.

2.2.14 running the game

When the game is stopped, the player can resume the game by pressing "Resume" button.

2.2.15 restarting the game

When the game is stopped, the player can restart the game by pressing "Restart" button, the game send request to the other player if he choose "accept", the game restart.

2.2.16 going to main scene screen

When the game is stopping, the player can quit from the play filed to the main screen.

2.2.17 starting new game

When the game one of the players can select "Rematch". The game send request to the other player if he choose "Accept", the game start again.

2.2.18 winning the game

Player can win the game by gathering as many score points as he can, so that he can exceed his competitor's score. He will gather that score by shooting the crazy Minions not the baby Minions.

2.2.19 losing the game

Player can lose the game if he did not gather score points more than his competitor.