

This is a requirements document.

### Questions?

What platform is this for (Desktop, web browser, phone, games console)?

Can infiltrators damage aubers?

Or are aubers damaged by the environment?

Why is healing required, but no damage mentioned?

Can infiltrators get hurt/heal/die?

Can aubers die?

Is there a specific art style to aim for (pixel, hand drawn, cartoonish)? (2D/3D)

Is there a theme for the art style (cyberpunk, dystopian, minimalistic)?

Does the station remain constant or should be “new”/generated each time?

How many types of aliens should there be?

What does the “brig” involve?

Can players “spectate” from the brig?

What types of rooms should there be?

Should only some rooms have teleportation pads, if so which ones?

What infiltrator abilities should there be?

What perspective should the game be played in?

How should Auber be able to arrest infiltrators (one simple button or more steps involved)?

Do systems serve any purpose apart from being a loss condition? (Maybe make rooms dark, etc)

What kind of systems should there be?

How should infiltrators damage systems?

How should Auber be notified when systems are damaged?

### SSON:

You are to build a single-player game, the aim of which is to arrest the infiltrators before they manage to destroy a critical number of key systems of the station.

The game is won when all eight infiltrators have been arrested. The game is lost when infiltrators have successfully destroyed more than 15 systems of the space station.

### User Requirements:

ID	Description	Priority
UR_ROOM_TYPES	There must be at least 4 types of rooms in the station (e.g. cargo bays, personnel quarters, infirmary)	Shall
UR_TELEPORTATION	Rooms can have	Shall

	teleportation pads from which Auber (but not infiltrators) can teleport to any other teleportation pad in the station	
UR_INFILTRATOR_ABILITIES	There must be at least 3 distinct special abilities within the group of infiltrators	Shall
UR_HEAL	Auber can teleport to the infirmary to heal	Shall
UR_REAL_TIME	The game must be real-time (not turn-based)	Shall
UR_ARREST	Auber should be able to arrest and move an infiltrator to the brig	Shall
UR_INFILTRATOR_DAMAGE	The infiltrators should be able to damage systems of the space station	Shall
UR_WIN	The game will be won when 8 infiltrators have been arrested	Shall
UR_LOSS	The game will be lost when 15 or more systems are destroyed	Shall

**System Requirements:****Functional Requirements:**

ID	Description	User Requirement
FR_ROOM_MOVEMENTS	Players should be able to move (walk) between the different areas	UR_ROOM_TYPES
FR_SYSTEMS	There must be at least 15 systems	UR_LOSS
FR_DESTROY_SYSTEMS	Infiltrators must be able to destroy systems	UR_LOSS
FR_ARREST	Auber must be able to arrest infiltrators	UR_WIN
FR_INFILTRATOR_ABILITIES	Infiltrators should have different special abilities	UR_INFILTRATOR_ABILITIES
FR_HEAL	Auber can heal in the infirmary	UR_HEAL
FR_AUBER_TELEPORT	Rooms can have teleportation pads	UR_TELEPORTATION
FR_AUBER_NOTIFY	The auber must be notified when and where a system is being damaged	UR_LOSS

**Non Functional Requirements:**

ID	Description	User Requirement
NFR_AREAS	There must be at least 4 different "areas"/"rooms" that players can access	UR_ROOM_TYPES