Requirements Document - CPT

**Gun Smash Bros**

**Game Specific Requirements:**

2 Maps Max

Map1.csv - Define world within, keep simple

* Platform/No Platform
* Relatively wide
* 160 Wide and 90 Tall
* Real time battle, press enter key in, enter key out

Map2.csv

* Platform/No Platform
* Relatively wide
* 160 Wide and 90 Tall
* Real time battle, press enter key in, enter key out

Character Requirements:

* Minimum stickman with gun who slides across map and jumps
  + Player model should be rectangular hitbox
  + Bullets are square hitboxes

Gun Requirements:

* Minimum 2 Gun types
  + Possible gun quality
  + Fires slow, bullets big
  + Fires fast, bullets small
  + Size Variable and Speed Variable
  + Use fillOval to draw bullets (size based on guns.csv)
* Guns.csv
  + Holding gun info data
  + guntype/name, dblSize, dblSpeed (bullet speed), fire rate (frame refreshes), ammo capacity, reload time (frame refreshes)
  + Ammo capacity and reload time is optional