Vision

Future Gadget Lab

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# Revision History

| Version | Date | Description | Author(s) |
| --- | --- | --- | --- |
| Inception Draft | Nov, 04, 2022 | First draft, to be refined later. | Omar Al Asaad  Ameer Taweel  Ahmed Jareer  Arda Poyraz  Orhan Yıldırım |
| Refined Version | Nov, 05, 2022 | Added stakeholder descriptions and goals | Omar Al Asaad  Ameer Taweel  Ahmed Jareer  Arda Poyraz  Orhan Yıldırım |

# Introduction

We envision a casual game that any person can play and enjoy.

# Stakeholder Descriptions

| Stakeholder | Description / Goal |
| --- | --- |
| Professor Gözde Gül Şahin | Course Instructor |
| TA Moaaz Khokhar | Group Supervisor and Guide |
| Development Team | Want good grades |
| Players | Want to enjoy the game |

# Product Overview

“Escape from Koç” is an easy race against time. The objective of this game is to collect keys; if you manage to do so before the timer runs out, the game is won. The game takes place on the campus of Koç University.

The keys can be found at various Koç faculties all across the map. The player can navigate the area by going inside various buildings and looking for the key in each one. He will encounter numerous obstacles on his path and will receive assistance when necessary.

Multiple alien enemies are out to prevent the player from achieving his objective. Each enemy has a unique set of skills. Additionally, the player can use powerups to assist him finish the game.

This game has two modes, one of which is Building Mode. The player can arrange the map by placing objects in the building mode. There will be minimum object requirements for each building.

Running Mode is the second mode. When the player completes Building Mode, this mode begins. The player will begin in a random location and will then move across the map in an effort to find the keys before the timer expires.

# Summary of System Features

* 3 Alien Types
  + Shooter Alien
  + Blind Alien
  + Time-Wasting Alien
* 5 Powerup Types
  + Extra Time Powerup
  + Extra Life Powerup
  + Hint Powerup
  + Protection Vest Powerup
  + Plastic Bottle Powerup
* 2 Game Modes
  + Build Mode
  + Run Mode
* Pause / Resume Game
* Sign Up / Sign In
* Save Game Data
* In-Game Help System

# Other Requirements and Constraints

Including design constraints, usability, reliability, performance, supportability, design constraints, documentation, packaging, and so forth: See the Supplementary Specification and use cases.