
<Company Name>

**Tower Attack
Software Requirements Specification**

Version 1.0

<Project Name>	Version: 1.0
Software Requirements Specification	Date: 19/10/2018

Revision History

Date	Version	Description	Author
19/10/2018	1.0	First version	Kai Schwark

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Software Requirements Specification

1. Introduction

1.1 Purpose

This SRS describes the Android game “Tower Attack”. It contains a comprehensive list of all its requirements. This includes both requirements for the listed functionalities but also internal, nonfunctional requirements of the project.

1.2 Scope

“Tower Attack” will be an inverted single-player tower-defense game which means it’s a tower-defense game where you take the role of the attacker, not the tower-building defender.

1.3 Definitions, Acronyms, and Abbreviations

n/a: Not Applicable

Play Store: Google Play Store

tbd: to be determined

1.4 References

Android Studio: <https://developer.android.com/studio/>

GIT: <https://git-scm.com/>

GitHub: <https://github.com/>

Google Play Store: <https://play.google.com/store>

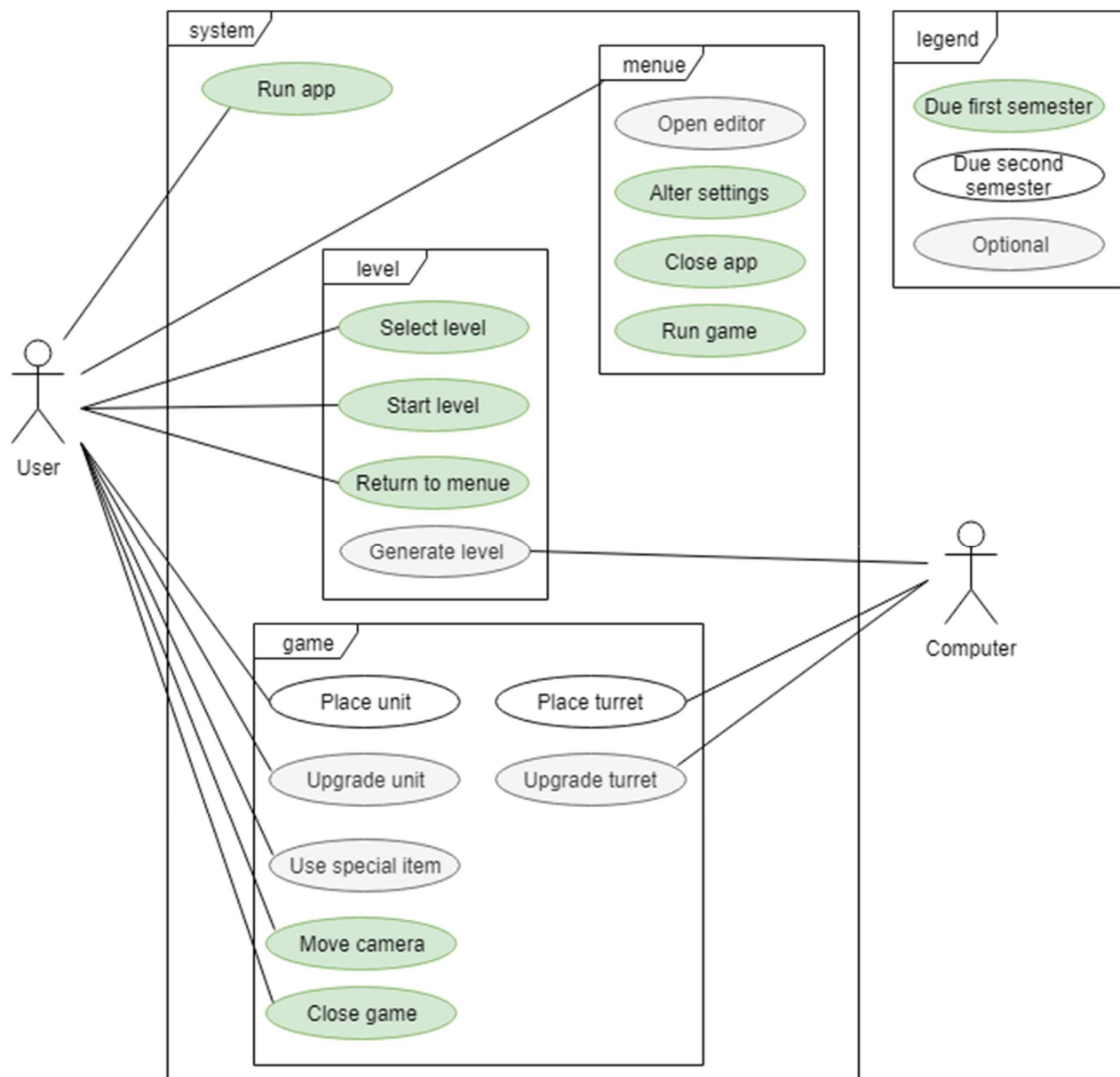
1.5 Overview

The following Chapters describe our vision for the project, the requirements for it, the conventions we want to develop it with and the technical realization of this project.

2. Overall Description

Tower Attack will be a game in the Tower-Defense genre. In contrast to other games of the Tower-Defense genre you won’t place the turrets to hold your base against incoming enemy waves but try to carry your minions through the towers placed by the computer enemy. The goal is to traverse the enemy base by manipulating the preset path and upgrading the capabilities of your pawns.

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3. Specific Requirements

3.1 Functionality

3.1.1 Working Main Menu

There should be a main menu where the player can choose between different options like “play” or “options”.

3.1.2 Start and Load games

The game itself should start after the player chooses “play” in the main menu.

3.1.3 Send and Upgrade Units

The player should be able to send units and upgrade them.

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3.1.4 *Choose between different unit types*

The player should be able to choose between different types of units to send.

3.1.5 *Use special abilities/spells*

The player should be able to use special abilities and spells.

3.1.6 *Damage the enemy base*

Units that reach the enemy base should damage it.

3.2 Usability

3.2.1 *Easy to understand*

The Player should understand what he is doing and how the game is played by just looking at the game and short explanations

3.2.2 *Easy to use*

The app should be easy to use. The player should not be distracted by unnecessary information while playing. There should just be the right amount of information, so the player is able to understand what is going on while enjoying the game.

3.3 Reliability

3.3.1 *Stable Android App*

The Android App should not crash at any point in a running game.

3.4 Performance

3.4.1 *Justifiable Loading-Time*

The time needed to start the game and to load in the game should be justifiable considering given hardware.

3.4.2 *Smooth gameplay*

The game should run smoothly without lags on not only the latest devices.

3.5 Supportability

3.5.1 *Android*

Android is a commonly used OS primarily for mobile devices.

3.5.2 *PC*

Any OS that is capable of running a Java Runtime Environment

3.6 Design Constraints

tbd

3.7 On-line User Documentation and Help System Requirements

tbd

3.8 Purchased Components

tbd

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3.9 Interfaces

3.9.1 *User Interfaces*

tbd

3.9.2 *Hardware Interfaces*

tbd

3.9.3 *Software Interfaces*

tbd

3.9.4 *Communications Interfaces*

tbd

3.10 Licensing Requirements

tbd

3.11 Legal, Copyright, and Other Notices

tbd

3.12 Applicable Standards

tbd

4. Supporting Information

n/a