**3. Requirement Specification**

**3.1 Functional Requirements**

**3.1.1 Play Game**

Glory for Punch is a kind of an arcade game. The main purpose of the game is beating other boxes in the league and become champion. At the beginning of the game, Player chooses difficulty level which are Normal and God Mode. After that, the player chooses his boxer’s fighting style which are tank, butterfly, hammer. Depending of the Player’s choose his boxer starts the game with little advantages which is increasing his stats little bit. Tank increases his health. Butterfly increases his agility. Hammer increases his attack’s damage.

In Normal mode and God mode, after choosing his fighting style, Player enters the league. His first challenge is fighting against the best boxer in the league. This first match is absolute lose which indicates the Player must train his boxer in the gym by selecting different type of trainings which have different results on boxer’s stats. After completing some trainings, boxer starts to glorify his career by fighting with other boxers in the league. The player starts the league at the bottom, and he tries to increase his position in the league by beating his opponents. In order to win the game, the Player has to beat the best player. If the Player loses the final match, he loses the game. Otherwise, he wins the game.

Winning matches grant some money for paying his apartment’s rent and gym’s rent. However, winning matches won’t grant enough money to live. The player must work or fight in illegal box matches to earn money. Also, the Player can purchase some power ups with his money. These power ups and illegal box matches makes game much more challenging and enjoyable. Also, The Player has only 3 move options in a day. He should choose his actions strategically to win the game smoothly.

In Normal mode, losing a match has no penalty to the player. However, in the God mode, losing consecutive matches causes to lose the game.

**3.1.2 Change Settings**

**3.1.3 Pause Game**

The game can be paused during box matches. Then, the player can continue the match where he paused. However, closing the application causes to lose all the progress.

**3.1.4 View Help**

The player can get all the information about the game in that section. This information mainly aims to show purpose of the game, difference between Normal mode and God mode. Also, shows the controllers of the game.

The information that will be shown:

* Main purpose of the game
* Difference between Normal mode and God mode
* Controllers

**3.1.5 View Credits**

Player can reach information about the game’s developers. Also, it has a contact information. By using this information, the Player can communicate with the developers to help the development of the game in the future.