Requirements and Analysis Document for the RTS survival project.

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1 Introduction

This section gives a brief overview of the project.

1.1 Purpose of application

The project aims to create a real-time-strategy survival game. The goal of the game is to build a base and defend it for as long as possible against incoming waves of enemies.

1.2 General characteristics of application

The application will be a desktop, standalone (non-networked), single-player application with a graphical user interface for the Windows/Mac/Linux platforms.

The application will be a real-time-strategy game where the user can select and interact with units and buildings. Examples of interaction would be moving, building and attacking. The game ends when the player's base is overrun by enemies and is destroyed. The player's score is then added to a high score list.

1.3 Scope of application

The application includes a simple AI that controls the attacking enemies. The application does not support saving games.

1.4 Objectives and success criteria of the project

It should be possible to select units/buildings (possibly only one at a time), build buildings, train and move units, gather resources and attack incoming enemies. The application should use simple OpenGL graphics.

1.5 Definitions, acronyms and abbreviations

2 Requirements

In this section we specify all requirements

2.1 Functional requirements

See also 2.4.2. The player should be able to:

- Start a new game. During the game the player should be able to:
    - Select a unit or building.
    - Move a selected unit.
    - Order a worker unit to gather resources.
    - Order a unit or building to attack an enemy.
    - Order a worker unit to construct a building.
    - Order a building to create a unit.
- View highscore.
- Exit the application.

2.2 Non-functional requirements

Possible NA (not applicable).

2.2.1 Usability

2.2.2 Reliability

2.2.3 Performance

2.2.4 Supportability

2.2.5 Implementation

2.2.6 Packaging and installation

2.2.7 Legal

2.3 Application models

2.3.1 Use case model

See APPENDIX for UML diagram and textual descriptions.

2.3.2 Use cases priority

A list

2.3.3 Domain model

UML, possible some text.

2.3.4 User interface

Text to motivate a picture.

2.4 References

APPENDIX

GUI

Domain model

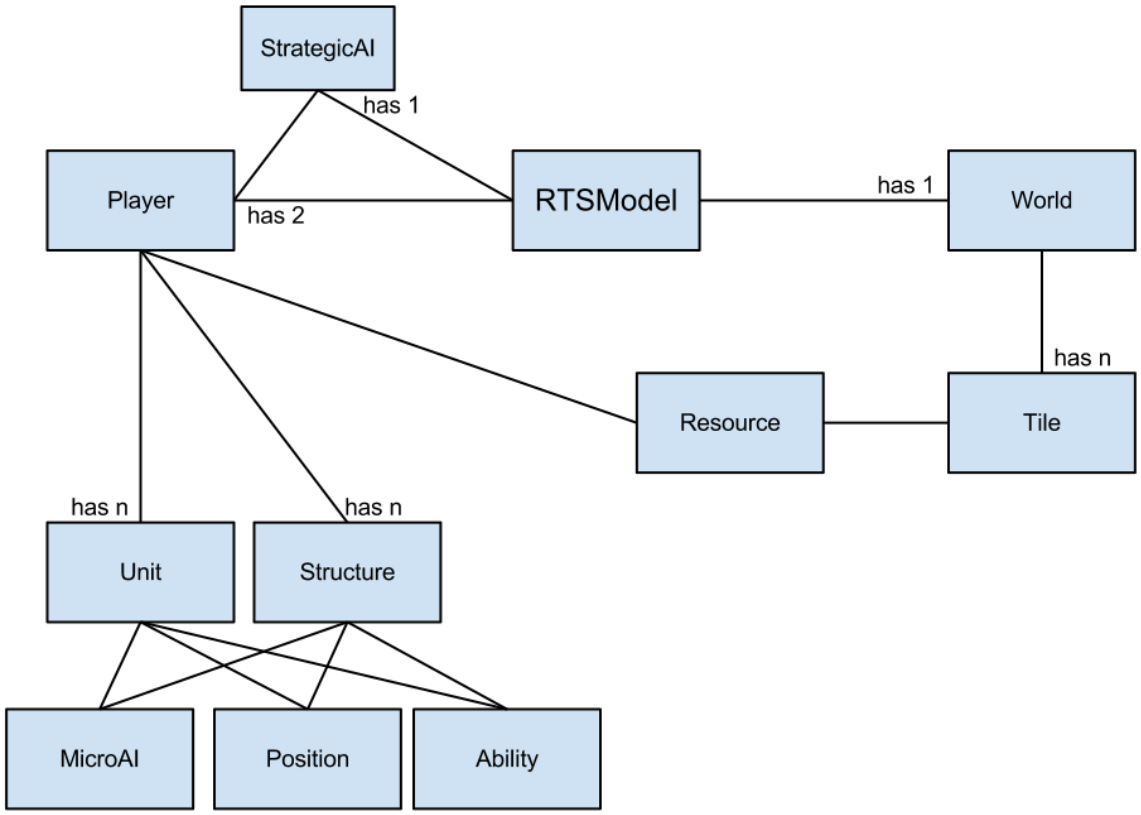

Figure 1. The domain model

Use case texts

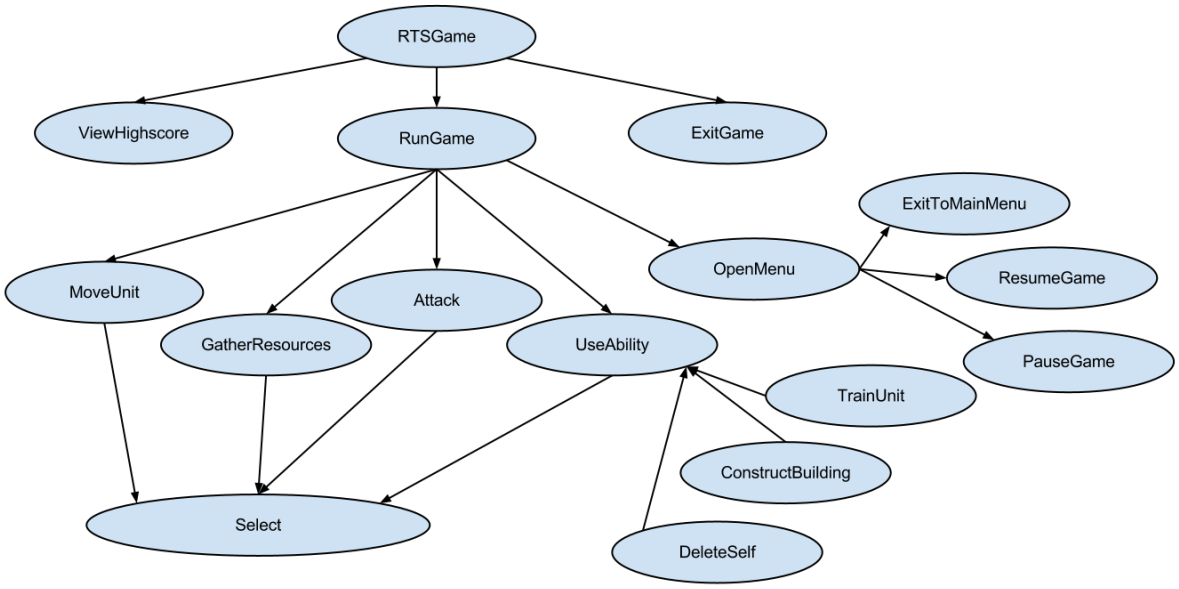

Figure 2. The use cases