Cover page: Name of the group; names, surnames, and email addresses of the members; link to the group's GitHub repository.



Table of Contents

Section 1: Introduction.

It is necessary to explain the problem that is being attempted to solve with the software system to be developed.

Section 2: Roles.

Indicate the roles each team member has. Each one must have two roles, and each role must be covered by at least two colleagues. [Remember that having a role means being responsible for that task, but all team members must be knowledgeable about all tasks.]

Proposed roles:

PROGRAMMER

-Angel Escaño

-Pablo Hormigo

-Sultan

-Fran

TESTER

-Ricardo

-Diego

-Juan Torres

-Angel Bayon

PROJECT MANAGER

-Manu

-Diego

-Pablo Hormigo

SPOKESMAN

-Angel

-Fran

-Ricardo

GRAPHIC DESIGNER

-Angel Bayon

-Sultan

-Manu

-Juan Torres

Section 3: Risk Management.

It is necessary to identify the project's risks and, for each one, indicate: type of risk, description of the risk, probability (very low, low, moderate, high, or very high), effects of the risk (catastrophic, serious, tolerable, or insignificant) and strategy to mitigate it.

Section 4: Planning.

The chosen software process model must be indicated (and why it was chosen) and paste screenshots of the Trello boards with the identified tasks and their organization. If Power-Ups have been used, also paste screenshots of what they show (Gantt Diagrams will be positively valued).

Section 5: Software tools

Tools used during the project's realization. Indicate the software tools that have been used to develop the project to date. Any type of tool: communication, collaborative work, document elaboration, etc.

Section 6: Requirements.

Add the requirements as explained at the end of the slides in the practical requirements. That is, identify with colored cards the FRs and NFRs (both mandatory and optional) in the form of user stories, and it will be positively valued if the requirements have associated acceptance tests. Each user story must have a unique identifier (for example, RF1) and a title.

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| --- |
| FR1: INITIALIZE THE GAME |
| As a player I want the game to start whenever I want to play it |

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| FR2: BOAT CONTROL |
| As a player I want to be able to configure my own keybinds and I want the controls to be responsive with low latency, in order to have a more personalized and pleasant experience. |

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| FR3: POWER UPS |
| As a player I want to have powerups that modify the way the game is played, in order to have as different an experience as possible in each run. |

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| FR4: LEVELS |
| As a player I want to have different levels in order to get a sense of progress while I´m playing and also to raise the stakes whilst I advance in the game. |

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| FR5: BOAT SPRITE |
| As a player I want to be able to modify the way my boat looks to avoid a repetitive and dull gameplay. |

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| FR6: DIFFICULTY |
| As a player not having an incrementally more difficult gameplay would make the gaming experience bland and boring. This goes together with the levels functional requirement |

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| FR7: OBSTACLES |
| As a player I want to have different obstacles positioned in different places in order for the game to be challenging and engaging. |

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| FR8: SCENERY |
| As a player I want to experience a visual change once I advance through the levels, to have a notion of progress and risk. |

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| FR9: AFTERLIFE |
| As a player I would like to have an opportunity to come back if I die as it would make it more engaging and fun to play. |

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| FR10: BOAT LANES |
| As a player I want to have a boat lane in which I must stay during the race in order to reduce chaos if there are multiple boats on the screen. |

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| FR11: RIVALS |
| As a player I want to be competing against other alleged players, in order for the game to have a little of competition. |

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| FR12: PENALTY |
| As a player I want to be punished and rewarded accordingly, for the game to have a bit of edge. |

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| FR13: EXITTING THE GAME |
| As a player I want to be able to move fast between screens and to exit the game seamlessly in order to avoid annoyance. |

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| FR14: BOAT STATS |
| As a player I want to be able to choose boats with different characteristics that add depth to the way the game is played. |

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| FR15: SIMON SAYS MINIGAME |
| As a player I want to have a minigame inside the main game in order to have a more complete experience. |

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| FR16: LOADING SCREENS |
| As a player I want to have an ejoyable experience while I wait for the game to load. |

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| VOI |
| As a player I would like to have a fair crash system that stuns me the right amount of time in order to have a challenging but not impossible difficulty. |

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| NFR1: IMAGE REFRESH RATE |
| As a game developer I want the game to execute at a flawless 30 fps in order for the experience to be more pleasant. |

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| NFR2: LOW LATENCY AND KEYBINDS |
| As a game developer I want the controls to be responsive and accurate for the player to have a smooth experience. |

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| NFR3: AVOIDING SYSTEM ERRORS |
| As a developer I want the code to be robust and free of errors in order to provide the player a satisfactory experience. |

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| NFR4: DIFFICULTY AND RANDOMNESS |
| As a developer I want the experience to be easy and simple at first but harder as the player advances through the levels in order to have an entertaining game for all publics but a challenging one for the adventurous. |

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| NFR5: JAVA LANGUAGE |
| As a developer I want to use the language in which all of my team is experienced at. |

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| NFR6: LIBRARIES |
| As a developer I want to use the same libraries that have been used for similar projects that have been successful |

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| NFR7: COLLISIONS |
| As a developer I want the game to have fair hit boxes in order for the game not be frustrating. |

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| NFR8: SYSTEM FAILURES |
| As a developer, I don’t want to deliver a final version of the project that could contain fatal errors making the game not playable. |

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| NFR9: AI |
| As a developer I want to implement an ai in order to make competition between different players and make the game more interesting. |

Section 7: Requirements diagram.

An image of the requirements diagram made in Visual Paradigm must be pasted (this diagram does not indicate the text of the user stories, only the identifier and title). The inclusion of relationships between requirements will be valued, as well as a brief explanatory text indicating why those relationships have been included. If the diagram is too large to be legible in the document, it is recommended to include an overview of it, and then the inclusion of several "detail" images with different parts of the diagram that are legible, always indicating which part of the diagram they correspond to.