Sprint 1 Requirements Analysis

Stakeholders:

Our project is a game that has character movement to the classic Snake game but with multiplayer functionality with either additional computer-controlled characters or human-controlled characters. For the following game, the people most invested in the game's development and production include:

- Professors and graders responsible for evaluating the game based on a grading rubric
- Students (group Calico) coming up with an idea for the game, making a plan for development, and developing the game

Users:

- Professors and Graders
- Players of the game

Other Involved Parties:

- None that are particularly relevant to our project's scope for this class, perhaps parties that are running software and applications that our web game is dependent on and will be using

Requirements:

- ### User Requirements
    - User should be able to run the game
    - Users should be able to complete the game and save their score.
    - The high scores should be updated as necessary
    - There should be functionality to play against other computer controlled players for which the user can choose to add more or fewer of.
    - As an additional feature if our main project is working, we are looking into adding local multiplayer where additional human players can play against each other from the same device
- ### Functional Requirements
    - The system shall record user scores in the database
    - The system shall allow the user to select how many players to play against

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- ○ The system should have the same controls and constraints for computer controlled players as the user
- ○ If the user reaches a certain threshold of points for a map/level, the user should progress to the next level

● System Requirements

- ○ We are planning to make the game available to be playable on any browser, but we are primarily focusing on Google Chrome
- ○ Systems should be able to connect to the internet with a stable connection