OOSD Team 4

Hunt The Wumpus

Requirements Document

Objective: Make a turn-based game where a player and a monster hunt each other through a maze.

FR1 - There is a maze of tiles that can be moved through by the player.

FR2 - There is monster hidden within the maze.

FR3 - The game will start when the start button is pressed

FR4 - The player can find the monster and eliminate it if the player moves into the tile in which the monster resides.

FR5 - The player and monster can only see into the tiles directly connected to the tile they occupy

FR6 - The monster can eliminate the player if the monster moves into the tile where the player resides.

FR7 - The player can choose between 2 maze sizes.

FR8 - The player can move up to 3 directions by one tile.

FR9 - The display shows which direction the player can move.

FR10 - The game is turn-based

FR11 - The player can exit the game at any-time but is prompted to save when exiting.

FR12 - When starting the game, if there is a previously saved game, then the user is notified

FR13 - When the game ends(win or fail), the player is prompted to play again.

FR14 -

UR1 - As a player I want to be able to choose the size of the map.

UR2 - As a player I want to be able to restart the game at anytime.

UR3 - As a player I want to be able to see the number it took to find the monster.

UR4 - As a player I want to be able to save the game state and resume where I left off.

