

Computer Games Development CW208

Software Functional Specification

Year IV

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| [14/04/2023] | |

[Declaration form to be attached]

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# Acknowledgements

# I would like to thank the following people who assisted in completing this project including:

# Dr. Martin Harrigan who kindly provided guidelines on how my project should be progressing and what should my next step be. Being supportive in my decisions throughout the project and help me achieve my goals.

# I would also like to thank my fellow class mates for testing my software and providing input on what should be improved to help increase the quality and user experience in this project.

# I would also like to thank AwesomeBlade for allowing me to user their game (8BitBoy) for testing my software.

# Functional Specification

Specify the major functionalities of the software system (use screen shots if appropriate).

Design and describe how the application will be used: e.g. Navigation sequence in Web based project.

This may necessitate some high level design in order to convey how the application may be used to access its functionality.

User interfaces should be specified loosely here (possibly screen shots of prototype user interfaces - you will not be held to using these UIs they are just to assist in explanation of your project functionality).

Include any element that you would feel conveys how you perceive your project will function.

# References

**Report**

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[2] Shinners P.(2000, January 1). Pygame documentation [Online]

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**Website**

[3] ChaosTricks, (2021, July 11). Chaos Tricks [Online]

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[4] Danny (2015 July 7). Discord.py API Reference [Online]

(URL: <https://discordpy.readthedocs.io/en/stable/api.html>) (Accessed 2022 December 2)

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