

High Level Requirements

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Team: Makan

Project: Done For!

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I. General

- 1- The system must include a start screen that allows the user to start the game and access other features such as settings.
- 2- The system must include a settings screen that includes controls for sound.
- 3- The app must be downloadable from the Google Play Store.
- 4- The app must be playable on all android operating systems lollipop 5.0 and later.

II. Levels

1. For each new level, the system will periodically create enemies around the edge of the map.
 - a. The system will scale the health and quantity of enemies as level increases.
2. Once all enemies in a level have been destroyed, the system will move to a level completed screen that includes a quit button, a next level button, and a button to navigate to the weapon upgrade screen.
3. Each level will include a pause button that brings up a menu that includes settings and a quit option.

III. Player

- 1- The user must be able to move the hero by entering a direction using the touchscreen.
 - a. The player character will not move past the edge of the screen.
- 2- The user must be able to shoot in the direction they are facing by pressing a button on the touchscreen.
3. The system must keep track of the player's health and coins, and display it on the screen.

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- a. If the player's health reaches 0, the system will display a game over screen that displays score.

- 4. If the player touches a coin, he will collect it.

IV. Enemies

- 1. The system must move enemies towards the player's position.

- a. If the enemy touches the player, the system must reduce the player's health.

- 2. The system must keep track of each enemy's health.

- a. If the enemy's health reaches 0, the system must destroy the enemy.

- 3. If the enemy collides with a bullet, the system must reduce the enemy's health.

- 4. Once an enemy is destroyed, a coin will appear where they were destroyed.

V. Weapons

- 1. The upgrade screen will include a selection of weapons that can be purchased for collected coins.

- a. If the weapon is purchased, it can be selected as the equipped weapon in this screen.