**Game Document Group Project:**

**G51FSE COURSEWORK 2014**

* **Barnabás Forgó**
* **Oliver Gee**

**Game concept:**

We produced a game loosely based on the traditional sci-fi spaceship “shoot them up” style. This involves the player controlling the actions of an avatar being able to shoot and damage enemy’s in order to progress. The player’s ship has the ability to also be killed through collision with object such as asteroids. On collision the asteroid will disappear but the player loses a life; Loss of all life’s results in game over displaying their score and allowing the player to start from the beginning again however their score will become saved, allowing the player to compete against their self’s and friends.

**Requirements and Speciﬁcation:**

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| **Functional Requirement** | **Non-Functional Requirement** |
| The ship must be able to fire projectiles | The ship must be able to fire in the direction of the mouse in a straight line |
| The ship must be able to move | The ship ability to fire should be responsive to the pressing of the left mouse button. |
| The number of lives must be able to be seen clearly and at all times | The ship ability to fire should have a fast (less than a second) response time between pressing the left mouse button and the projectile appearing on the screen |
| The number of lives should change dynamically | The ship ability to fire should collide with other object , removing the bullet and damaging the object fired at |
| The game must include a menu | The ship should move left when “a” is pressed on the keyboard |
| Menu must be neat and minimalistic | The ship should move right when “d” is pressed on the keyboard |
| Menu should allow player accesses to: Main game, Leader board , Tutorial and to Quit | The ship should move down when “s” is pressed on the keyboard |
| Leader Board should display previous user scores | The ship should move down when “w” is pressed on the keyboard |
| Tutorial must be display all information regarding the game | The background should respond accordingly to ships movement |
| The “Quit “menu option must close the game |  |
| The “Main game” menu option must start the game the game |  |

**Game Design:**

**Evaluation of prototype and design reﬁnements:**

**Implementation notes and description of the development methodology:**

**Evidence of testing:**

**Evaluation of the game through user evaluation:**