RAD

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# 1. Introduction

This section gives a brief overview of the project

## Purpose of application

This application aims at creating a game for desktops where the user can have fun.

## General characteristics of application

The application will be a desktop based, single player 2d platformer with graphical interface and 2d graphics

The application will use libgdx for graphics and gui. We will also use overlap 2d.

## 1.3 Scope of application

## 1.4 Objectives and success criteria of the project

1. It should be possible to start a new game, and with a brief introduction understand how to play the game.

2. There should be a goal for each level and the user should be able to complete the game and not feel that it is too hard or frustrating.

3. High Score that is persistent even if you close the application. But it will only be local highscore.

## 1.5 Definitions, acronyms and abbreviations

* GUI, graphical use interface.
* JAVA, platform independent programming language.
* Libgdx, library for graphics and game engine
* JRE, the Java Runtime Environment. Additional software needed to run an Java application.

# 2. Requirements

## 2.1 Functional Requirements

1. Menu view
   * 1. Play button that starts the game
     2. Mute button that will turn of the sound
2. Pressing the play button will start the game on level 1
   * 1. Here you can press esc to pause the game.
     2. You can press ‘space’ to jump
     3. Using the mouse and mb1 you can aim and fire weapons you pick up
3. If you press esc a menu will appear
   * 1. There exists a continue button which will resume the game
     2. An exit button that will terminate the game
4. Pressing the exit button will return you to your desktop

## 2.2 Non-functional Requirements

## 2.3.1 Use Case Model

## 2.3.2 Use case priority

## 2.3.3 Analysis model X

## 2.3.4 User interface