

Software Requirements and Design Document

For

Group 19

Version 1.0

Authors:

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1. Overview (5 points)

Give a general overview of the system in 1-2 paragraphs (similar to the one in the project proposal).

This project is a 2d, turn-based RPG. It will be set in a fantasy setting, with the story being revealed through cutscenes and in game dialogue. The player will be able to move around in an overworld, which also connects enemies found on the overworld to the battle system. The main focus of this project is the battle system, which involves the player picking a move from a menu to determine the damage done to an enemy.

2. Functional Requirements (10 points)

Functional battle system – High Priority

Working overworld with player movement – High Priority

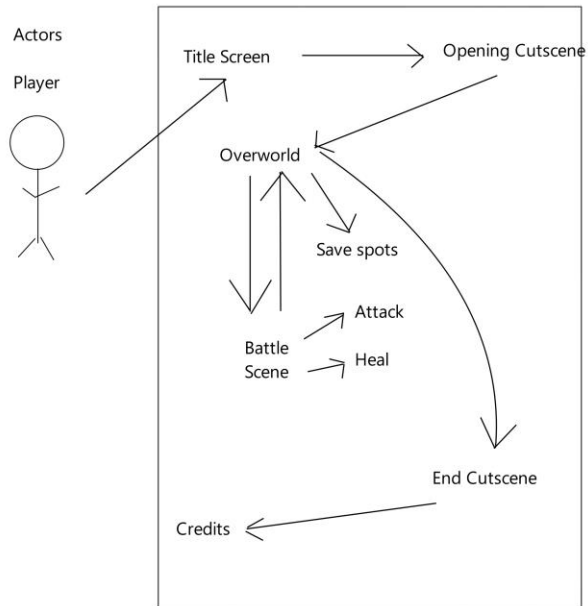
3. Non-functional Requirements (10 points)

Simplicity – Make the controls for gameplay easy to understand.

Dynamic – We need to be able to add and remove units as needed in the fight scene and allow the turn system in BattleManager to react accordingly.

4. Use Case Diagram (10 points)

Use Case Diagram



5. Class Diagram and/or Sequence Diagrams (15 points)

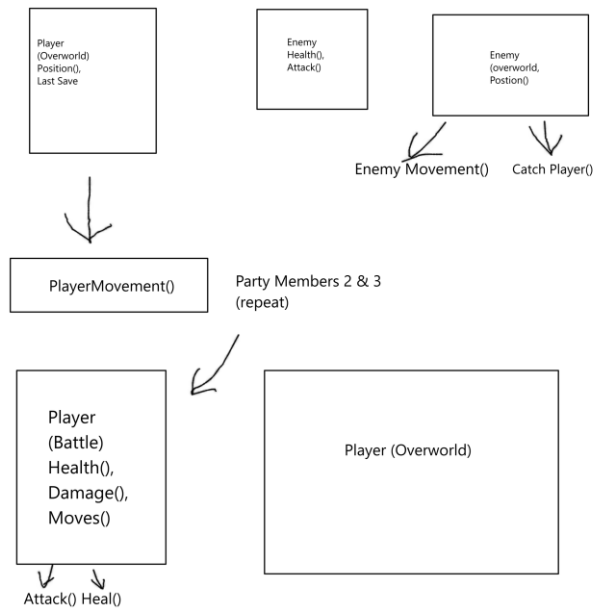


Figure 1. Class Diagram

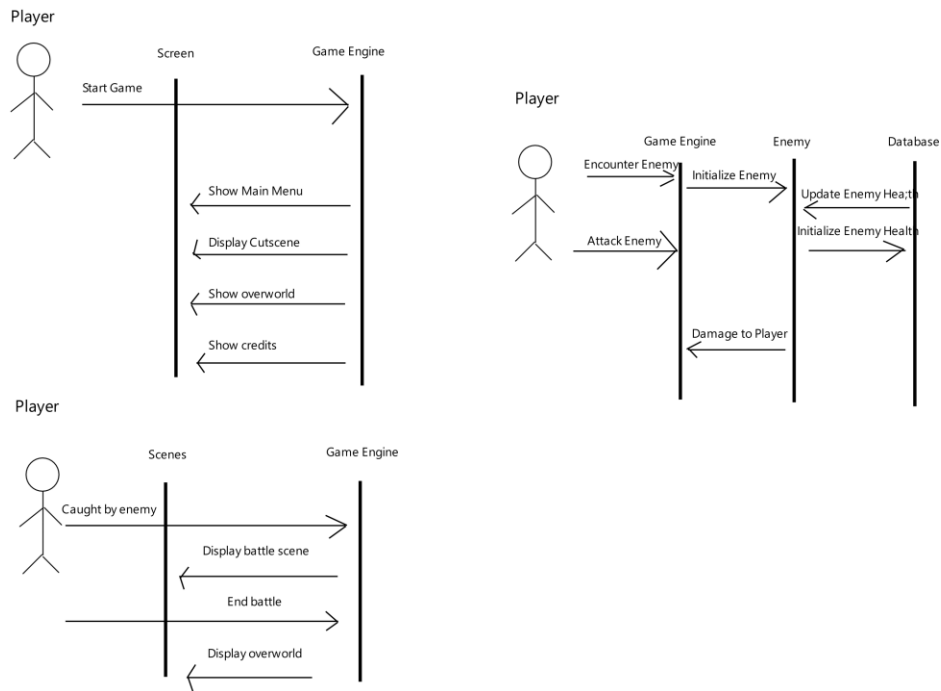


Figure 2. Use Case Sequence Diagrams

6. Operating Environment (5 points)

The software will operate from a Unity build, in the form of an exe file. It is currently built on Unity 6 Version 6000.0.33f1. The software will run on Windows and Linux.

7. Assumptions and Dependencies (5 points)

It is assumed that the user is using a Microsoft Windows or Linux device. There are no dependencies currently.