# Requirement specidcation

## None Function Requirements

NFR 1 Application must be able to be hosted online

NFR 2 Game must be completed by April

## Functioing Requirements

### Menu

FR 1 Game must start up on the menu system

FR 2 Menu must have Start Button

FR 2.1 Start button must take player to play screen

FR 3 Menu must have Option settings

FR 3.2 Settings button must take player to the option menu   
  
FR 3.2.1 Settings menu must have option to change audio setting  
  
 FR 3.2.1.1 Audio settings should have separate audio sliders for background music and sound effects   
  
FR 3.2.2 Settings menu must have stats   
  
 FR 3.2.2.1 Stats will be saved to disk

FR 3.2.3 Settings menu must have trophies   
FR 3.2.3.1 Trophies must list what the player has to do to achieve them

FR 3.2.3 Settings should have option to delete save data of highscores and settings

FR 4 Menu must have Instruction button  
 FR 4.1 Instructions must give the player a good description on what they are required to do within the game  
 FR 4.2 Instruction must give the player a accurate description on what each part of the UI is and what it means

### Playscreen

#### Towers

##### Regular Tower

#### Minions

#### Gameplay

# pseudocode

## Menu

### Main Menu

1. GET settings data   
   1.1 IF setting data not found create setting file
2. GET high score data   
   2.1 IF high score data no found create highscore data file
3. GET trophy data   
   3.1 IF trophy data not found on disk create file
4. IF Instruction button pressed THEN on release goto instruction stage
5. IF Setting button pressed THEN on release then goto setting stage
6. IF play button is pressed THEN on release then goto level selection

### Settings

1. IF setting data found   
   READ data from file and set game settings   
   1.1 ELSE set volumes to default values
2. IF music volume slider reduced lower music  
   2.1 WHEN apply is pressed save new values to setting file
3. IF SFX volume slider reduced lower SFX volume   
   3.1 WHEN apply is pressed save new values to setting file
4. IF data wiped delete all saved data on disk and set everything back to defaults
5. IF trophies data found on file RETIVE and goto trophies stage display trophies and progress   
   4.1 ELSE Create file and goto trophy stage
6. IF stat data found display goto stat stage and display.   
   5.1 ELSE Create file and goto stat data

### Instuction page

1. IF back button pressed THEN on release goto main menu

### Stats

### Trophies

### Level slection

## Gameplay

### towers

### Minions

### UI

### pause menu