FUNCTIONAL DESIGN

CHANGELOG

| Date		Changes
12-03-18		First copy of the functional design

FUNCTIONAL DESIGN

STORY AND BACKGROUND

Stop the hunter is a game where you're against different AI, they are the hunters and you are the activist. As the activist you are there to stop them from hunting the animals. You shoot the hunter before it shoots the animals. But don't shoot the animals!

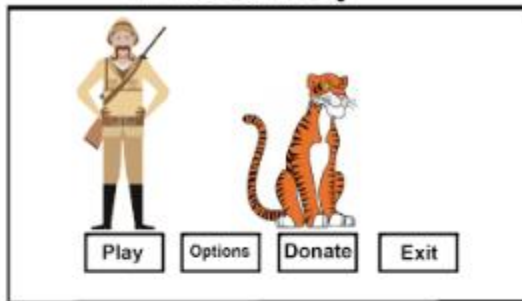| Characters		Description		Purpose
Hunters		Are hunting the wild animals		Shoot them to stop them from hunting animals
Animals		Are being hunted by the hunters		Save them by shooting the hunters and lose points if you shoot them

SCREEN FLOW
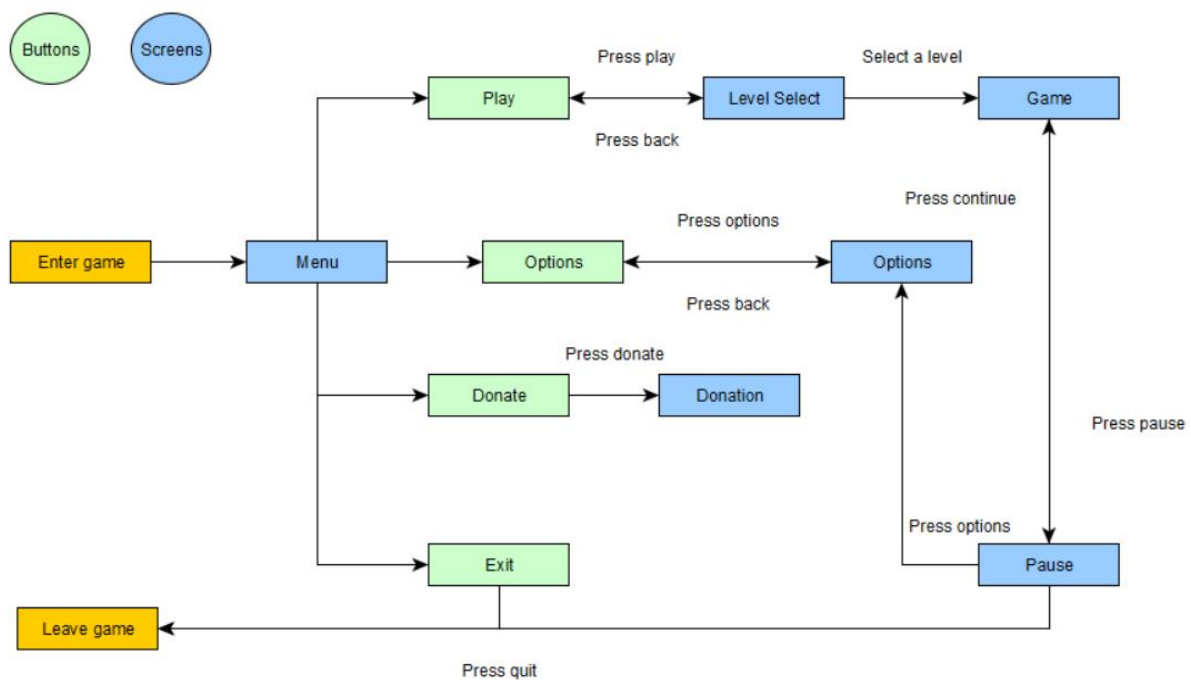
WIREFRAMES

menu

level select

options
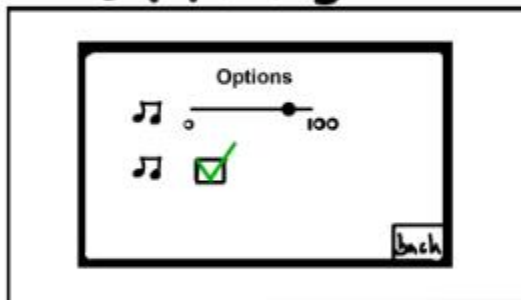
in game

Donate
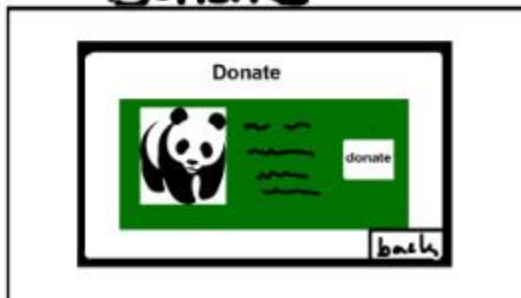
Pause

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INTERACTIVE OBJECTS

Object		Type		Does		How to Use
Play Button		Button		Plays the game		finger tap
Options Button		Button		Opens the option menu		finger tap
Donation Button		Button		Opens the donation menu		finger tap
Exit Button		Button		Exits the game		finger tap
Back Button		Button		Goes back to the menu		finger tap
Hunters		AI		Can be shot to gain points		finger tap
Animals		AI		Can be shot to lose points		finger tap

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BEHAVIORS

Type		Description	How does it do it?	Expectable situations
Button		When clicked something happens	When you click with your mouse something happens (what the name of the button says)	Plays the game, opens the option menu, opens the rules menu, exits the game, goes back to the previous screen, opens the pause menu
AI		Will pick a position on the map and shoots the animals	By using positions on the map it will pick a free spot and stand there to shoot the animals	
Scoreboard		Shows the player the score of every other player	If you open op the score menu it will show how many points every player scored and how you get score	Shows the amount of animals you've saved at the end
Timer		Keeps track of the time you have left	Counts down from a timer	
Player		Everything the player can do will be done here	It takes the input from the player, and uses it.	

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OBJECT RELATIONSHIPS