

## Super CSC Fighterz

### Functional Requirements

- 1) The system shall provide local multiplayer.
- 2) The system shall provide configurable window size.
- 3) The system shall provide an options menu.
- 4) The system shall provide character selection.
- 5) The system shall provide players' health status.
- 6) The system shall provide player's energy status.
- 7) The system shall provide unique abilities for each character.
- 8) The system shall provide a leaderboard.
- 9) The system shall provide real-time combat.
- 10) The system shall provide a main menu<sup>1</sup>.
- 11) The system shall provide battle sound effects.
- 12) The system shall provide background music.
- 13) The system shall provide idle animations for each character.
- 14) The system shall provide different animations for each character.
- 15) The system shall provide different animations for each attack.
- 16) The system shall provide more powerful attacks for characters.
- 17) The system shall provide teleporting behind opponents.
- 18) The system shall provide unique sound effects for each character.
- 19) The system shall provide an exit game option.
- 20) The system shall provide a back button on each screen.
- 21) The system shall provide a way to change the game's volume.
- 22) The system shall provide a sound effect when the user clicks a menu button.
- 23) The system shall provide a credits screen.
- 24) The system shall provide a volume setting.
- 25) The system shall provide gameplay instructions.

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<sup>1</sup> The main menu contains Play, Leaderboards, Options, and Exit.