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EECS 448 MWF @ 8AM

Project 3/4 - 3D Side-scroller Game - Requirements Artifact (Informal)

User Story:
- Player controls an intergalactic bounty hunter in a 3D Side-scroller.
- Player can find hidden weapon and armor upgrades.
- Player will encounter various AI enemies.
- Player will encounter AI bosses (bounties).
- After killing enemies or bosses, powerups are dropped to replenish player resources.
- After killing bosses, special weapon and armor upgrades can be acquired.
- After killing all bosses (bounties), the game ends.

Collection of Features:
Intergalactic Bounty Hunter (Player Character): [Project 3 Scope]
- Run left and right.
- Jump (Floaty Jump, can be upgraded).
- Aim/Fire weapon (can be upgraded).
- Use weapon(s) to open doors.
- Sprint left and right (can be upgraded).
Weapon Upgrades (various): [Project 3/4 Scope]
- Increased hit damage.
- Access through special doors.
- Can break special obstacles.
- Combined effects with other weapon upgrades.
- Different FX effects accounting for upgrade combo.
Armor Upgrades (various): [Project 3/4 Scope]
- Increased player hit points.
- Increased resources.
- Increased or Added abilities.
Powerups (various): [Project 3 Scope]
- Replenishes Energy
- Replenishes weapons
Static AI Enemies (Crawling/Flying): [Project 3/4 Scope]
- Set movement path/behavior
- Touching it causes damage to player
- Easy to kill (1-3 weapon hits)
- Killing/Damage drops powerups
Dynamic AI Enemies (Walking/Flying): [Project 3/4 Scope]
- Reacts to player character's presence
- Touching it causes damage to player
- May have ability to fire weapons at player (causing damage)
- More difficult than Static AI to kill (1-10 weapon hits)
- Killing drops powerups
Dynamic Bosses: [Project 3/4 Scope] [Only 1 for P3, Rest for P4]
- Reacts to player character's presence
- Touching it causes damage to player
- Has ability to fire weapons at player causing damage
- Has ability to spawn smaller static/dynamic AI to increase challenge

- High Challenge to kill (50+ hits)
- Killing drops powerups
- Killing drops (or allows access to) weapons/armor upgrades as reward

Doors: [Project 3 Scope]
- Activates via Basic Weapon hit or Special Weapon hit
- May activate only when special condition met

Special Obstacles: [Project 3 Scope]
- Destroyed when hit with specific weapon type

Checkpoints: [Project 4 Scope]
- Saves player stats and location
- Player returns to checkpoint upon death

Level(s): [Project 3/4 Scope]
- Puzzles, Obstacles, Secret Passages, Rooms, Corridors, etc…
- Side-scroll playable areas
- Non-playable foreground/background
- Lighting

User Interface Model: