**REQUIREMENTS**

**GROUP D1, CMPT370**

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**INTRODUCTION**

This document outlines the requirements for creating a system for the “Robot Arena” game. The “Robot Arena” game is a simple game, played on a board. There can be 2, 3 or 6 players at a time. Each player begins with three robots, each with different statistics. The players take turns moving their robots, starting with the robot with the highest range. On their turn, a player may move, shoot or do nothing. The last player with a robot on the board wins the game. The system we are creating will implement this game and its rules on a computer system that allows the game to be played by multiple players at once. This system will make the game less tedious to keep track of, and allow a different gameplay experience than playing the game on a traditional tabletop board. The most noticeable of these differences will be the ability to hide enemy players from the view of a player. We can use the system to hide enemy robots when they are out of range, which brings out a new strategy and difficulty to the game. Also, the ability to play the game over a network will make gameplay more convenient, giving each player their own machine to play on. The rest of this document will outline what such a system will require to be successful.

GIT TAG GOES HERE WHEN COMPLETE --------------------------------------------------------

**SYSTEM DIAGRAM**

Below is a high level diagram of the system:

**ACTIONS AND THEIR SCENARIOS**

**PLATFORM**

**SUMMARY**