Yuti Purohit

yutipurohit@gmail.com

First Responders Game

User Specification Document

Contents

[Motivation for the Game 1](#_Toc58159691)

[Core Objectives 1](#_Toc58159692)

[User Stories – Phase 1 1](#_Toc58159693)

[User Stories – Interaction and Information 2](#_Toc58159694)

[User Stories – Multiplayer 2](#_Toc58159695)

Specification or Requirements document

# Motivation for the Game

First responders play an important role in this pandemic and are needed. They have saved several lives. However, they are most vulnerable to the virus.

Hundreds of First Responders have died or are battling the virus right now. Many others are still risking their life for people in need.

All first responders are heroes, this game shows that their heroic actions do not go unappreciated and unrecognized.

# Core Objectives

1. People to learn about first responders
2. How they work
3. Everyone to have fun

# User Stories – Phase 1

* User Story 1: Player launches the game. He/she provides her name that will help in identification of the player.
* User Story 2: Player impersonate a First responder.
* User Story 3: Three Levels; player starts at first. Player saves itself from random-position moving virus using arrow-keys. Should also be able to use touch control
* User Story 4: Player collects tools that appear on random positions on screens. Score will increase by one for each tool collected (collected by touch or contact).
* User Story 5: Player must survive with as many tools collected for 60 seconds.
* User Story 6: Once the 60 seconds are over, Player is given choice to move on to next level, or end
  + END GAME
    - User Story 7: Data is saved to database. For a given level, player is shown score achieved right now. For a given level, his highest ever score achieved. Game is over.
  + CONTINUE TO NEXT LEVEL
    - User Story 8: Player starts Level 2; same character. Time is brought to 60, score is reset
    - User Story 9: Player must save itself from *two* randomly moving viruses using arrow-keys. Touch control also works.
    - User Story 10: Player collects tools that appear on screen (random positioning). Score will increase by one point for each tool collected (collected by touch/contact)
    - User Story 11: Player must survive with as many tools collected for 60 seconds
    - User Story 12: Player is given choice to move onto next level, or end game.
      * END GAME
        + User Story 13: Data is saved to database. For a given level, player is shown score achieved right now. For a given level, his highest ever score achieved. Game is over.
      * CONTINUE TO NEXT LEVEL
        + User Story 14: Player starts Level 3; same character. Time is brought up to 60, score is reset.
        + User Story 15: Player must save itself from *three* randomly moving viruses using arrow-keys. Touch control also works.
        + User Story 16: Player collects all tools that appear on screen (random positioning). Score will increase by one point for each tool collected (collected by touch/contact)
        + User Story 17: Player must survive for 60 seconds with as many tools collected for 60 seconds
        + User Story 18: GAME ENDS; Data is saved to database. For a given level, player is shown score achieved right now. For a given level, his highest ever score achieved. Game is over.

# User Stories – Interaction and Information

* User Story 1: After entering username, player is given option to choose avatar
  + Avatar can be any first responder: Nurse, EMS, police-officer, fire-fighter, etc.
  + Tools based off chosen avatar. (This means police officer may have a gun; EMS has bandages)
  + ‘Done’ button will be clicked once avatar will be finished. Player will choose what first responder he used using drop box – database will save answer; game will begin
  + Once game ends (before rankings), player will be able to view all tools collected. There will be a tool image as well as text beside it. Text will be about usage of tool.
  + In all-player rankings, player will only see players who chose same first responders as him

# User Stories – Multiplayer

[Wordament](https://en.wikipedia.org/wiki/Microsoft_Ultimate_Word_Games) is a popular game which is the inspiration for this user story. Like Wordament, there will be multiple players play this game simultaneously. The individual player ranking, and player leaderboard is decided by score.

* User Story 1: Player will wait match to start. There will be a count-down displayed on screen. Match starts every 60 seconds.
* User Story 2: When countdown hits zero, all players joining the match will start. Game functions regularly; just several players starting at same time through their own devices.
* When match ends, all-player leaderboard will be made of players only in their own match. Show top 10 ranks, and rank of current player.