

Scape from Mon	
Supporting Requirements Specification: 1.0	Date: 30/03/22

Scape from Mon

Supporting Requirements Specification

1. Introduction

This document includes the requirements that can not be captured in the Use Case document and specifies the attributes related with system quality, interfaces, constraints, documents and business rules.

2. System-Wide Functional Requirements

- User data will be sent to the BI to gather statistics for the game.
- Authentication will be done to realize the login use case.

3. System Qualities

3.1 Usability

1. Each level will be displayed on a map which shows how many levels played and how many more left to play.
2. Level map screen will also include a settings button.
3. The Settings button will include 2 setting options: language and sound.
4. Language options will be English and Turkish
5. Sound options will consist of “on” and “off”.

3.2 Reliability

1. Game can be played for a minimum of 2 hours non stop without any problems.

3.3 Performance

1. The application should load every level of the game within 10s after it is started.
2. Game can be opened less than 20 seconds after the application logo is clicked.

3.4 Supportability

1. Users may be logged in using Google and Facebook accounts.
2. Application will support Android and IOS.

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4. System Interfaces

4.1 User Interfaces

Interfaces of the game will be as follows:

- Interface consists of the main level map which shows levels completed and failed.
- Interface for settings.
- Interface for level 1.
- Interface for level 2.
- Interface for level 3.
- Interface for showing space shuttle's final situation
- Interface that displays the space shuttle moving the home planet.

4.1.1 Look & Feel

- The game takes place in 3D space and the camera is positioned in third-person view. Graphics will be supported through sounds.
- Main character is customized with a name and skin.

4.1.2 Layout and Navigation Requirements

Requirements of the interface as follows:

Interface consists of the main level map which shows levels completed and failed:

- Buttons for entering the levels
- Settings button
- View space shuttle button

Interface for settings.

- Sound label with on and off buttons.
- Language label with Turkish and English buttons.

Rest of the interfaces will be clarified in future iterations.

4.1.3 Consistency

- Each button will have a label (script or icon) that mentions what the button does.
- As for the settings button, there will be no text over it, but there will be a gear icon on top of it. Since this is the common way in almost every game to indicate the settings button, the user is expected to understand it. Reference image can be seen below (colors and size may change):



Note that the images shown in this section are only samples, not how the view elements will exactly look like.

4.1.4 User Personalization & Customization Requirements

- The player may be characterized with name and skin. The player will be given choices to select skin and will have an input area for the name.

4.2 Interfaces to External Systems or Devices

4.2.1 Software Interfaces

- The application collects data on the user's game performance and transfers them to BI tool. The sending application data is in JSON format.

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4.2.2 *Hardware Interfaces*

Will be clarified in future versions of the document.

4.2.3 *Communications Interfaces*

Will be clarified in future versions of the document.

5. **Business Rules**

5.1 **Game Start and End**

1. The application shall be allowed to select three options New Game/Continue/Exit
2. The application shall be given to three levels of game Level1/Level2/Level3
3. The application shall be open with entry into.
4. The game shall be automatically loaded to the next level if the current one ends successfully.
5. If the player reaches the last level, get a successful message from the game, and watch the last intro that shows the space shuttle moving to the home planet "Piffia".

5.2 **The game Level 1**

Rule for the level start: The player selects Level 1.

Rule for playing the level: The player has to solve puzzles and overcome the obstacles during Level 1.

Rule for ending the level: If The player solves all the puzzles and overcomes the obstacles. it gets a success message from the game, and the next level button becomes selectable.

5.3 **The game Level 2**

Rule for the level start: The player selects Level 2.

Rule for playing the level: The player has to solve puzzles and overcome the obstacles during Level 2.

Rule for ending the level: If The player solves all the puzzles and overcomes the obstacles. it gets a success message from the game, and the next level button becomes selectable.

5.4 **The game Level 3**

Rule for the level start: The player selects Level 2.

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Rule for playing the level: The player has to solve puzzles and overcome the obstacles during Level 2.

Rule for ending the level: If The player solves all the puzzles and overcomes the obstacles. it gets a success message from the game, and the next level button becomes selectable.

5.5 Exit the game

Game Exit Rule: The game automatically ends, and the current session is lost.

5.6 Fail the Level

Level Fail Rule: Fail screen with replay button is displayed.

6. System Constraints

Any Mobile Device should meet at least the following features:

- 1.4GHz CPU Speed
- Size (Main Display) 5.0” (126.7 mm)
- Main Camera -Resolution (13.0 MP)

7. System Compliance

To be defined

7.1 Licensing Requirements

To be defined

7.2 Legal, Copyright, and Other Notices

To be defined

7.3 Applicable Standards

To be defined

8. System Documentation

1. The user guide is prepared, and the user can access it at the beginning of the game.

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