Requirements Engineering Documents EECS 448 Project 3

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Our idea for this project is to make an interactive obstacle path game for a player to run through. I will use the collection of features method of requirements documentation.

Character:

* The player will initially load the game and see the character that they will use
* The player can push the space bar to make the character jump
* The character will automatically move forward through the game course

Course:

* The course will have a clear “sky” element and “ground element”. The player will run on the ground and jump into the sky.
* The course will have obstacles for the player to maneuver around
  + Level 1: Simple blocks (same color as the ground) that the player will have to jump over)
  + Further Levels will be described for Project 4 with features such as trees to duck under, double jumps, etc.
* The course will have a clear finish line when the player has reached the end of the level

Additional OPTIONAL features\*

* Player can pick the color of their character at the beginning of the game
* Visuals such as clouds in the sky and grass on the ground
* Timer that counts down to the end of the level

\*These are features that would be nice to have, but are not part of the initial requirements that we will focus on in Project 3, and we are not guaranteeing that these will be completed.

We will build this project using HTML Canvas interacting with JavaScript.