CRITICAL HIT STUDIOS

**Requirement Specification**

for

Plants Vs Zombies Game

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6. **Introduction:**

Plant vs Zombies is a tower defense game where you protect your backyard from hordes of zombie using magical plant.

1. **Description:**

A desktop application in which the user uses different plants and objects to fight zombies which try to attack the house. He must acquire maximum sunlight to buy different plants and form tactical army formation that fight the zombies.

1. **Purpose:**

Game should be fair, rewarding and entertaining.

1. **Functional Requirement:**

|  |  |  |
| --- | --- | --- |
| Sr. No. | Requirement | Required/Desired |
| 1 | Start UI Screen Having Play & Quit Buttons | Required |
| 2 | 5 x 9 layout grid | Required |
| 3 | Panel to select different plants and displaying sun count | Required |
| 3 | Placing Plants on grid | Required |
| 4 | Zombies should enter from one side of layout | Required |
| 5 | Sun should drop | Required |
| 6 | User uses sun to place plant in grid | Required |
| 7 | Sunflower plant should generate sun regularly | Required |
| 8 | Different type of plant should attack zombies | Required |
| 9 | Zombies take damage on projectile impact and die when health is zero | Required |
| 11 | Zombies should destroy everything in their path including plants | Required |
| 12 | Level completion Bar | Required |
| 13 | Win condition is when all zombies are killed | Required |
| 14 | Minimum 1 level | Required |
| 15 | Lose condition is when a zombie reaches the home line | Required |
| 16 | Background music | Required |
| 16 | Two levels | Desired |
| 17 | Pause, Resume, Quit, Credits button on start screen | Desired |
| 18 | Info Tooltip | Desired |

1. **Non-Functional Requirement:**

|  |  |  |
| --- | --- | --- |
| Sr. No. | Parameter | Requirement |
| 1 | Compatibility | Desktop application for windows 7 or above |
| 2 | Efficiency | Efficient space utilization. Approximately 500mb HDD and 2GB RAM. |
| 3 | Reliability | Should not hang/crash |
| 4 | Performance | Should not lag, Give quick responses. Around 0.25 sec for each event. |
| 5 | Availability | Should be available offline |
| 6 | Usability | User friendly,  Interactive |