
SOFTWARE REQUIREMENTS SPECIFICATION

FOR

ARMED & READY

VERSION 1.0 APPROVED

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Revision History

Name	Date	Reason For Changes	Version

1. INTRODUCTION



1.1 PURPOSE

Armed & Ready, version 1 release number 1, is a video game created by Analy Velazquez, Ana Butanda, Esteban Lopez, Adam Curtis, and Mark Felisilda. The software requirements are specified in this document. The goal of Armed & Ready is to create a functional video game with visual graphics and sound effects. To accomplish this, we will be using frameworks given by professor Gordon Griesel. Armed & Ready's purpose is to defeat the villain while accumulating points. A high-score table will be kept to allow the users to see the highest scoring winner.

1.2 INTENDED AUDIENCE AND READING SUGGESTIONS

This document is intended for readers who are interested on Software Specifications Requirements(SRS) for Armed & Ready. Some users might include developers, project managers, players(users), testers and curious readers. This SRS document is organized by first introducing the game, Armed & Ready. Secondly, it will give an overall description of Armed in ready in phase 2. In phase 3, external interface requirements will be discussed. This reading is not very complex so many users can read it.

1.3 PRODUCT SCOPE

Armed & Ready is a video game application with the main character being an octopus. In this 2D movement platforming side-scroller, the Octopus will be killing the enemies. In doing so, there will be power ups that will help facilitate the killing of the enemies. In this game, a score will be kept. Creating a high score chart based on hit points and how far the player goes into the game. The goal of the video game is to stay alive while killing the enemy. The enemy will try to kill the octopus, it is the octopus, the player, to avoid getting killed. The octopus will be able to jump(swim), shoot, and avoid the enemy. Power-ups will appear as the octopus travels into the game. This power-ups would be beneficial to the octopus because it can facilitate the killing of the enemy by refueling him with ammo, bigger weapon, or healing him.

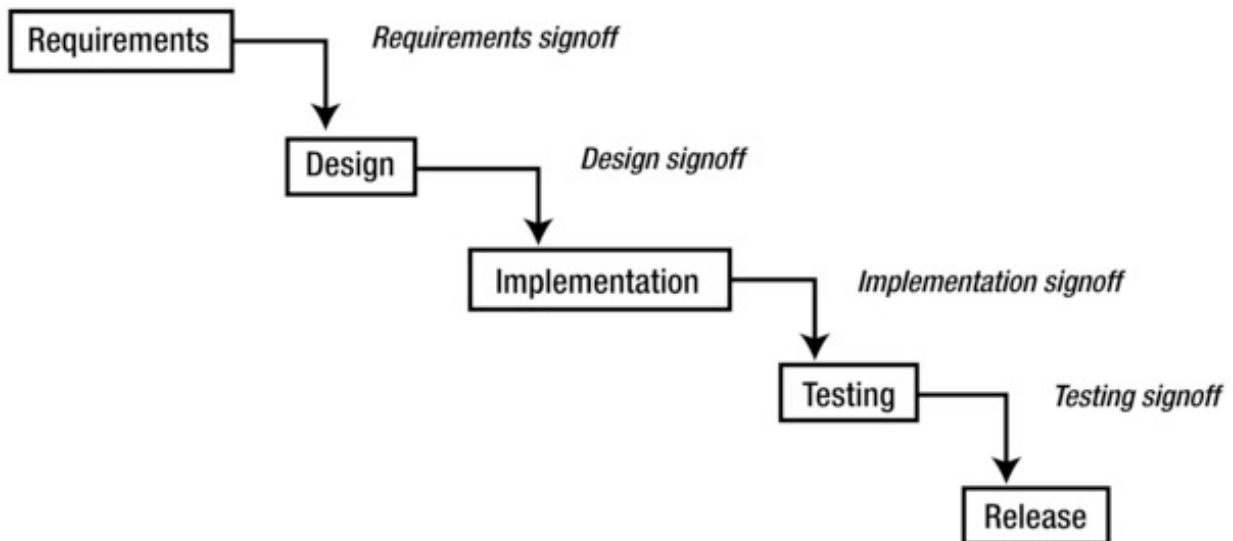
1.4 REFERENCES

- [1] "Software Requirements Specification Document Example (International Standard)." Belitsoft. N.p., n.d. Web. 06 Mar. 2017.
- [2] Crookshanks, Edward. *Practical Software Development Techniques: Tools and Techniques for Building Enterprise Software*. 1st ed. N.p.: Apress, 2015. *Safari Pro Suest*. Apress. Web. 6 Mar. 2017.

2. OVERALL DESCRIPTION

2.1 PRODUCT PERSPECTIVE

Armed & Ready is a developed game with graphical display created from given frameworks. This game designed will follow the waterfall model to initialize the start of the project by getting the requirements, it will then test the game and then follow up with maintenance while following the waterfall mode. The waterfall model is a great way to design and start a project. In doing this we are completing the first step of it, which is the requirements step.



2.2 USER CLASSES AND CHARACTERISTICS

Player (User):

The Player, the user, will use this product to entertain himself/herself by killing the enemy and moving on to the next level while collecting power-ups (tools to help destroy the enemy), and accumulating a score.

2.3 OPERATING ENVIRONMENT

The environment in which this software will operate will be in a graphical display using C/C++ language, and it will target the Linux platform.

2.4 DESIGN AND IMPLEMENTATION CONSTRAINTS

Armed & Ready is a basic general game developed to allow almost any one to play it. We recommend that children under 10 do not play this game since it will be a shooting game killing the enemy. The only language requirement is that they know English, since the help menu will be in English

2.5 USER DOCUMENTATION



Help menu:



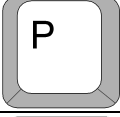

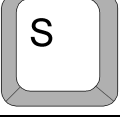
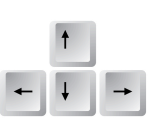
When the user presses h, on the keyboard, a help manual will be displayed. This manual will have information on what each power-up does. It will also display information on how to move the main character. Lastly it will display the goal of the game.

2.6 ASSUMPTIONS AND DEPENDENCIES

It is assumed that the hardware design will work correctly on any Linux platform. Because this game requires Linux, users must have Linux on their computers, or they must download an equivalent of Linux to play this game.

3. EXTERNAL INTERFACE REQUIREMENTS

3.1 USER INTERFACES

	Main Menu:	When the user presses m, on the keyboard, it will go to the menu of the game.
	Quit:	When the user presses q, on the keyboard, it will quit the game.
	Pause:	When the user presses p, on the keyboard, it will pause the game.
	Help Menu:	When the user presses h, on the keyboard, a help manual will be displayed.
	Shoot:	When the user presses s, on the keyboard, it will shoot the enemy
	Movement:	These keys will control how the main character moves.

3.2 HARDWARE INTERFACES

No other hardware needed.

3.3 SOFTWARE INTERFACES

This product will be run on a computer using Linux so no other connections are needed.

3.4 COMMUNICATIONS INTERFACES

For this product GitHub will be used to develop this game. Developers of the game will use GitHub to create, share, and maintain the game.

Appendix A: Glossary

SRS- Software Specifications Requirements. A description of a software system to be developed.