

Requirements Document

1 Introduction

The product name is “Unseen travel”. This is the quest game with elements of visual novel for PC. The gameplay: the main character will travel on the unknown planet and will looking for the artifacts, to learn more about this planet and its life.

2 User Requirements

2.1 Software Interfaces

1. Unity
2. C#
3. Visual Studio Code

2.2 User Interface

In the start of the game, the player will see a main menu with some options for the game. Using a computer mouse, the player can select any menu item.

In the game, player should move the main character with standard buttons as W,A,S,D and also rotate the camera with using a computer mouse. Player can use also function of researching and taking things during the game.

2.3 User Characteristics

This game is for players who likes quests, travel and searching for the historical elements, space and mystery. The audience of the game are teens, children and adults, who likes to solve puzzles. The expected player's age is 8+. The game will be in to languages: Russian and English, so the player can choose that language, that he wants.

2.4 Assumptions and Dependencies

The game suggests 5 main locations, but to the allotted time only one location will be ended because of limitations of resources and pairs of hands, and also because of lack of experience in working with Unity platform.

3 System Requirements

3.1 Functional Requirements

1. Main menu
 - 1.1 New game
 - 1.2 Settings
 - 1.3 Exit
2. Player opportunities
 - 2.1 Player can move character
 - 2.2 Player can research
 - 2.3 Player can take things for quests of researching

3.2 Non-Functional Requirements

1. supporting only PC platform
2. 3d graphics

3.2.1 SOFTWARE QUALITY ATTRIBUTES

Locations. Player will face 5 different locations during his traveling in a new world.