VISION

Client description

Harambe the gorilla is being chased by a Zookeeper of the Cincinnati Zoo inside his enclosure, which is a maze. You, the player, must stop the zookeeper from reaching Harambe, or Harambe will be shot.

Scenarios

1. Harambe is reached in time – The game is won, Harambe lives
2. Harambe isn’t reached in time – The game is lost, Harambe dies

Requirements

**Functional**

* Handles movement in a 3D environment driven by Unity physics engine
* Characters of the game **(Harambe, Zookeeper, player)** have movement bounded inside the enclosure
* Maze walls cannot be phased through by any character; i.e. you must move around them, not through them

**Nonfunctional**

* **All the characters of the game must have speeds chosen such that the player can always win if he/she is skilled enough**

**Constraints**

* **Map needs to be small in order to work on all devices**
* **Refresh rate for pixels will be low**

Project Schedule - Major milestones that involve interaction with the client (including deadline)

1. Map operating
2. Characters built
3. Maze built
4. Alpha test
5. Beta test

Target environment - The environment in which the delivered system has to perform system tests

* Windows

Acceptance Criteria