

Super Gurpreet Brothers

Functional Specification

Matthew McNew and Gurpreet Nanda

Overview

This is a 2D platform game where the player must control a Gurpreet figure and kill the bad guys by jumping on top of them.

Scenarios

Scenario 1: Ben and Jim.

Ben and Jim have a deep desire for a more meaningful existence. Both of the individuals have grown tired of working on the same projects. Ben has the idea of powering on his Hack computer and playing Super Gurpreet Bros.

Both Ben and Jim gain experience playing a simulation of Gurpreet's Life. Ben and Jim both sit down in front of the computer, click arrow keys, and move a Gurpreet simulation figure and jump on "Bad Guys". Spending a few minutes every day allows both of the individuals to gain more motivation to try harder in life.

Scenario 2: Sally

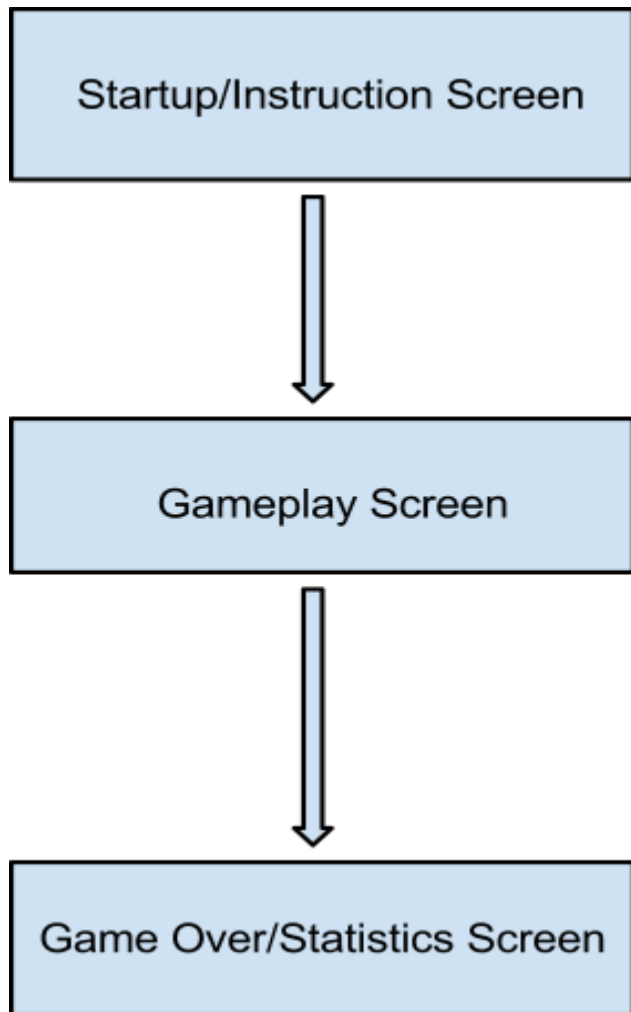
Sally's family gets a new Hack Computer. Sally's parents want her to gain some experience using the keyboard in more entertaining way. They load Super Gurpreet Bros and teach Sally how to play the game. Each day after school Sally spends a few minutes pretending to be Gurpreet and running around and jumping on "Bad Guys". Sally becomes more comfortable with the computer.

Non Goals

This game will not support:

- Detailed graphics
- Extraneous objects
- Weapons/tools
- Multiple Levels
- Multiple Difficulties
- Other Characters

Flowchart



Screen by Screen Specification

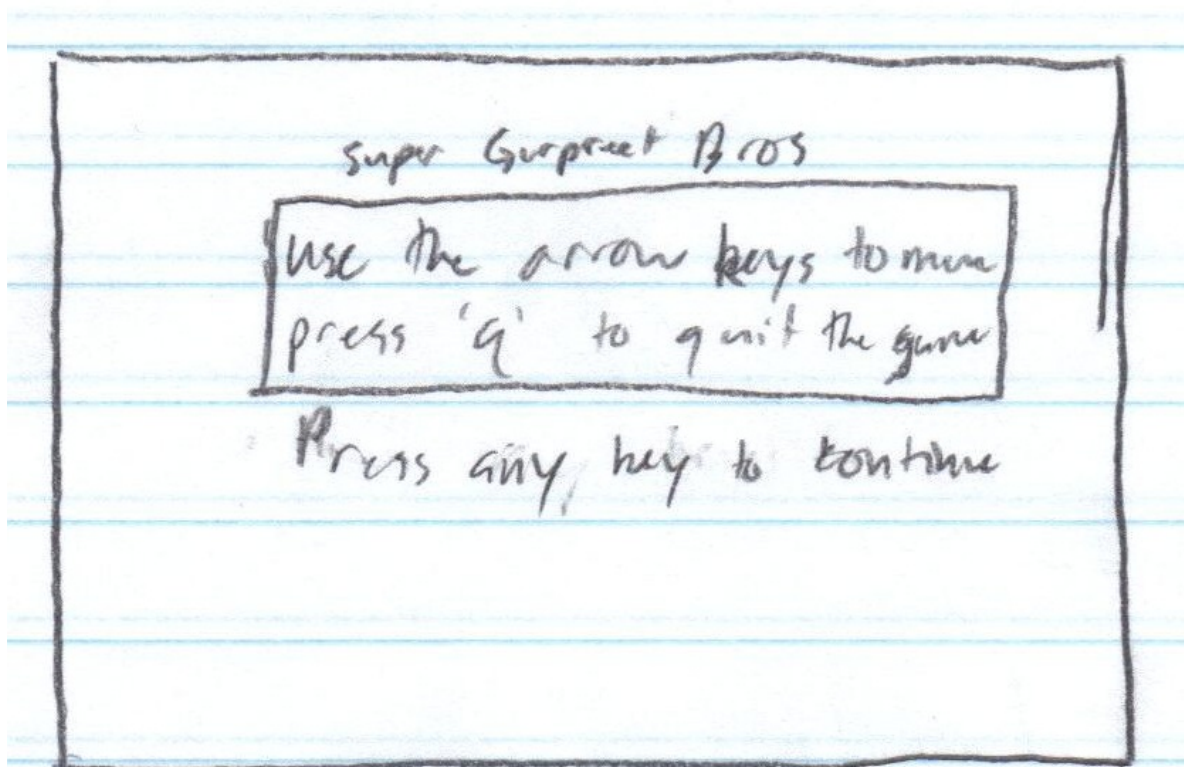
There are three distinct screens in Super Gurpreet Bros. Each screen has a different function. The specification does not attempt to capture the exact layout. Instead the specification tries to actually capture the functionality of every screen.

All screens will be designed with Jack graphics.

Startup Screen

The Startup screen welcomes players to Super Gurpreet Bros. The screen also displays the instructions to play the game. When the user clicks any key on the keyboard the Game will start and the Gameplay Screen will be shown.

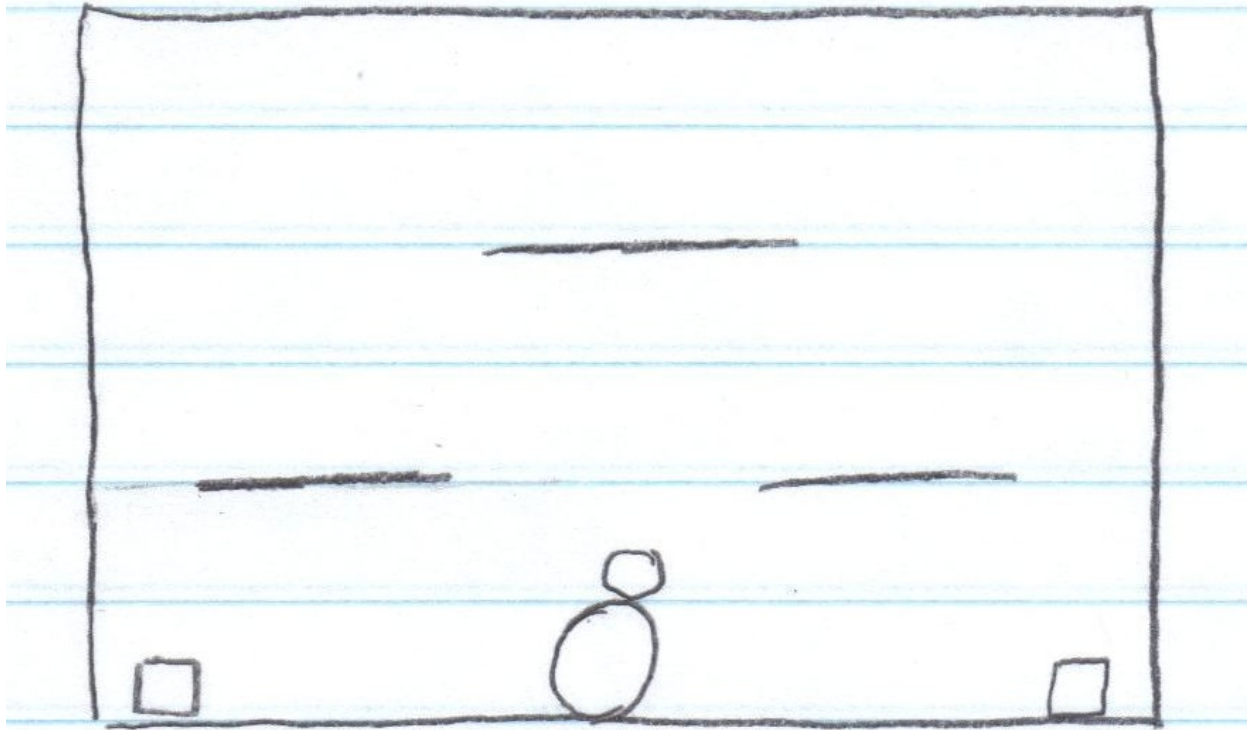
The Startup Screen will look like this:



Gameplay Screen

The Gameplay Screen will show and display the current game. A Gurpreet figure will be displayed. The Gurpreet figure will move left, right, up, and down on the screen as dictated by the arrow keys. Multiple "bad guy" squares will move across the screen. If the "bad guy" squares touch Gurpreet the game will end and the Gameplay screen will transition to the Game Over/Statistics Screen.

The Gameplay Screen will look like this:



Game Over/Statistics Screen

The Game Over/Statistics Screen will be displayed after the Game finishes. Text on this screen will count how many "Bad Guys" were killed. It will also display the total number of minutes that game was played. This is the end of the game functionality. To play the game again, the program must be restarted.

The Game Over/Statistics Screen will look like this:

Game Over
you killed 10 enemies.
in 3 minutes.