1. **Introduction**

‘Battle For Middle Earth’ is an arcade game. The game starts off by displaying a map. In the map there are different checkpoints; each of these checkpoints represent a different level. The main object of the game is to reach the final checkpoint on the map. Within each level the user will begin the game at the bottom of the screen and the enemies will occur the top of the screen. The user can attack the enemy, likewise the enemy can attack the user. The user’s health will be indicated by a health bar. In order to help the user in his quest there will be random drops. These power-ups are health boxes. This game will allows the user to play as different characters from middle earth such as humans, elf or wizards. For the demo we have 3 levels. For the first two levels the user will face off against normal orks(enemy). Finally in level third level the user will face off against the boss. To conclude, the player’s score will be recorded and a high score system will be produced.

1. **Installation**

- Java Runtime environment must be installed.

- 1 GB of memory.

- Mnimum of 1280 x 720 resolution.

1. **Playing The Game**

**3.1)Login Account**

The player would be required to enter his account name and password in their respective fields. Upon insertion they need to click the login button in order to login into their game’s account. If it is a new player then he/she is required to clicks the ‘Create Account’ link to be directed to another screen

**3.2) Create Account**

In this the user is required to enter his username and password in the respective field. Upon clicking the ‘Create Account’ button the user account will be created.

**3.3) Menu**

In this the user is presented with different options. ‘Start Game ’ will start the game. ‘Setting’ will allow the user to change the game sound and music. ‘Help’ and ‘Credits’ button will send the user to their respective screen

**3.4) Credits**

This screen displays the genius and hardworking engineers, who put their time and effort in this game.

**3.5) Settings**

User can change the sound options. By sliding the button, player will be able to set the sound. Also, if player wants to login with another account, logout option is provided here.

**3.6) Help**

Player will be able to display how to play via help screen in a documentation style.

**3.7) High Score**

In this screen, the players’ top scores in the game are listed.

**3.8) Choose Character**

Three different characters are offered for players. These characters are from the middle earth theme. Players can choose whether they want to play as a wizard, elf or a human. Each of these characters will posses unique and special features which are shown below each of these characters. To choose a character user should click check box which is below of the specific character. To go to the into map page(meaning the next screen) he/she should click ‘begin the game’. To go back to the main menu, player clicks the back button.

**3.9) Map**

As seen above each level is presented by a checkpoint. The player begin from the first level and if he/ she can be abe to pass this level the second level’s will be unlocked and playable to the user. It is go on like this as the user passes each level. To go back player clicks the back button, which sends the player to the character selection menu.

**3.10) Game Screen**

The character is positioned at the bottom of the screen and would be allowed to move in all direction, whicle at the same time allowing the user to shoot at the enemies. The enemies will appear at the top couple of rows of the screen ,who they begin to fire towards the player in a random manner. To pause the game player clicks on the ‘Backspace’ button.

**3.11) Pause Game**

In this screen, while playing the game, player can pause the game and reach the settings, help and exit options.

1. **Implemented/Not Implemented Specifications**

**4.1)Implemented Functional Requirements**

**4.2)Not Implemented Functional Requirements**