**Dictionary**

The game: Game developed by CPE 308 group, Hypnos.

Boss level: A level where the user stops collecting companions and tries to survive the boss - there are several boss levels in the entire game.

End of the game: This occurs when the user’s character has been defeated in the game (by a boss or hit by obstacles) or has completed the entire game (defeated the last boss).

Companions: Power-ups that the user can collect throughout the game to help defeat obstacles and bosses. It has different designs and abilities.

High score: It is a count of the most number of seconds the user has survived the game.

**Final List yo :D ): :(**

1. The system shall have 5 playable boss levels in the game.
2. The system shall display the time during gameplay from when the game starts until the player dies.
3. The system shall provide a multiplayer mode for players to play together.
4. The system shall have sharks in a water level that the player must avoid to survive.
5. The system shall display a prompt to start the game within 10 ms after the program has started.
6. Temp
7. Temp
8. Temp
9. Temp
10. Temp
11. Temp
12. Temp
13. Temp
14. Temp
15. Temp
16. Temp
17. Temp
18. Temp
19. Temp
20. Temp
21. Temp
22. Temp
23. Temp
24. The system shall pause the game within 50 ms after the player clicked the pause button.
25. Temp
26. Temp
27. Temp
28. Temp
29. Temp
30. Temp

**Audream Chanel :c**

The system shall display success between 3 to 10 seconds of the user defeating the final boss level.

**BUG: The system shall display success within 10 seconds of the user defeating the final boss level.**

The system shall update a displayed timer every second with the number of seconds that the user has survived the current boss level.

**Edit:** The system shall play music within 2 seconds of the user starting or continuing the game.

The system shall display data on the number and type of companions the user collects from the start of the game to the end of the game.

**Edit:** The system shall provide a jumping, crouching, and running action for the game character.

The system shall override the user’s previous high score after the user ends the game only if the current score is greater than the previous high score.

The system shall execute the game on a Windows, Mac, and Linux OS compatible with Java.

**Edit:** The system shall have a button to return to the main menu on every screen.

**Arjuntina :O :) :D**

The system shall display the time during gameplay from when the game starts until the player dies.

BUG: Be more specific about when the timer will end. The word "they" is vague and could mean when the user dies or when the enemies die

The system shall provide a page that contains user achievements.

The system shall provide an input during the game that allows the user to pause and resume the game.

The system shall indicate numerically how many lives a user has during gameplay.

BUG: Uses passive voice. Change to active voice by saying something like "display the user’s lives during gameplay"

The system shall allow the user to remap their preferred controls.

***2CHAINZ***

1. The system shall provide a help panel by displaying tips within 10 ms after the user has clicked the Help button.
2. The system shall display a prompt to start the game within 10 ms after the program has started.

BUG: The system shall display the main menu within 10 ms after the program has started.

1. The system shall display a countdown timer within 2 second of the start of the level.

BUG: The system shall display a countdown timer within 2 second**s** of the start of the level.

**Edit: The system shall have a forest level (????????????????????????????)**

1. The system shall provide a multiplayer mode for players to play together.
2. The system shall pause the game within 50 ms after the player clicked the pause button.

**Edit: The system shall provide a button to exit the game.**

**Catasha Nortez :3**

The system shall save the user’s game data between one to five seconds of the user triggering a save point.

The system shall refresh the high scores table between one to five seconds of the user selecting the high scores table for viewing. [changed to: **The system shall provide a means of adjusting the audio level.**]

The system shall remove the user’s game data between one to five seconds of the user requesting that their data be deleted.

The system shall create a new user account between one to five seconds of the user submitting their account information via the user sign-up page.

**BUG:** The system shall create a new user account between one to five seconds of the user submitting their account information.

The system shall reset the user’s current score to zero between one and five seconds after the current score is compared to the user’s high score which will be set to the current score if the current score is greater than the high score.

**BUG:** The system shall reset the user’s current score to zero between one and five seconds after the score is compared with the user’s high score.

**Andrew buttugLy :(**

1. The system shall show the player’s final score when the player dies at any point in the game. **BUG:** The system shall show the player’s final score when the player dies.
2. The system shall display how long the player has survived for since the player starts. (REWRITE: The system shall have a water level(?))(Moved to redMine already)
3. The system shall show the player’s highest score on the main menu.
4. The system shall provide an instructions page that the user can reference.
5. The system shall have sharks in a water level that the player must avoid to survive.

**Elsa Munemura**

1. The system shall spawn one new companion at varying intervals between 4 and 6 seconds from the start of the game until the user dies.
2. **Edit:** The system shall allow the user to turn “Tips” on or off.
3. **Edit**: The system shall have a sky level. (?)
4. The system shall update the high score rankings within ten seconds after a user has died or completed the game.
5. The system shall display companions following the main character while the user completes a level.

**BUG**: The system shall display companions following the main character once the user collects it.

**Dictionary**

Level – a scene in which the player is placed in.