**Functional Checklist**

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The below items are a list of functions which our project is expected to perform. Meeting these functional requirements amounts to meeting the requirements for Phase 1 of our Requirements Specification.

**Launch and Initialization**

* The user can click on an icon which is an executable to launch the game.

**Match Menu**

* The player can select a single map from a selection of maps, with the option of choosing a random map.
* Each map has a name and a recommended number of players.
* The application requires two players to play but can play with at most four.
* Player one can set the match timer and the match will last as long.

**Options Menu**

* The player can select the volume of the background music on sliders.
* The player can select the volume of sound effects on sliders.

**Maps**

* The map(s) will have several unique spawn points for players and their ammunition.
* The ammunition will appear as crates which can be “picked up” by the player.
* The crates will disappear when picked up, and there will be a delay until the next random crate is spawned.

**Single Machine Multiplayer**

* A minimum of two players, but maximum of four players can play.

**In-Match Gameplay**

* Players spawn in a random location.
* A 5 second countdown will commence before players can control their cannon.
* Once ammunition is fired, the player will need to find another crate to pick up ammunition.
* When a player destroys another player’s cannon, they gain points.
* There is a delay between when the player’s cannon is destroyed and when it respawns.
* The player can jump, run, stand, crouch, fire their cannon, and pause the game.
* When the match timer is up, the player with the most points wins, and the match ends.

**Post-Match Gameplay**

* At the end of the match, another screen will be displayed which will display the match results.
* Here, the player can choose to either hold a rematch, or return to the main menu.