**Software Requirements and Design Document**

**For**

**Group 2**

Version 1.0

**Authors**:

Ricardo Jimenez

Austin Leach

Bradford Greene

TiRon Anderson

Marc Montero

# Overview (5 points)

Jurassic Expedition (JE) will be a two-dimensional adventure game. The objective is to retrieve a dinosaur egg to take back to the present and repairing your time machine to make the trip back. The environment will be “open-world”, so the player may move around as they please amongst unlocked areas. Obstacles will be overcome by either defeating an enemy in combat, or solving a puzzle. JE will progress in an overall linear fashion, meaning the player will be required to complete one task before moving on to the next.

We have two potential ways to add on to our game, if rate of progress permits. The first would be expanding on the puzzles by either adding more or making the existing ones more complex. The second is making the game more dynamic and dependent on players choices.

# Functional Requirements (10 points)

High

* Controls – moving character and navigating menus
* Combat system
* Characters objects – How interactions will trigger events.

Medium

* Level design
* Artwork
* Sound effects
* Texts boxes
* Puzzle designs and implementation

Low

* More advanced puzzles. Prioritizing establishing simple ones first.
* Item storage – more of an inessential cosmetic factor

# Non-functional Requirements (10 points)

Our project does not feature any non-functional requirements.

# Use Case Diagram (10 points)

# Class Diagram and/or Sequence Diagrams (15 points)

Player class

* Attributes:
  + Sprite
  + Storage - an array of Item class pointers
* Operations:
  + Movement
  + Interaction – triggers flags to update environment and open menus.

Partner class

* Attributes:
  + Sprite
  + Stats – Health, attack options
* Operations:
  + Movement

Dinosaur class

* Attributes:
  + Sprite
  + Stats – Health, attack options
* Operations:

Item class

* Attributes:
  + Sprite
  + Name
* Operations:
  + None

Environment Class

* Attributes:
  + Sprite
* Operations:
  + Reactive – responds and updates when player object interacts with it.

Puzzle class

* Attributes:
  + Display
* Operations:
  + Reactive – responds to input from player

Combat class

* Attributes:
  + User interface
* Operations:
  + Takes Partner object and one Dinosaur object and loads attributes
  + Reads user input and updates
  + Execute battle animations.

# Operating Environment (5 points)

Our game will work on a PC that uses a version of MacOS, Windows, or Linux that can run Unity version 2020.1.7f1. It does not interact with other applications or multiple devices.

# Assumptions and Dependencies (5 points)

There are no dependencies since it has no interaction with other applications or devices.