Requirements and Analysis Document for Group 1

Table of Contents

Version: 1.0

Date: 2013-03-22

Author: Martin Hermansson, Sara Wallander, Sara Johansson, Josefin Kvillert

This version overrides all previous versions.

1 Introduction

This section gives a brief overview of the project.
A single-player game with a “collect and deliver” principle.

1.1 Purpose of application
The desktop based application is for entertainment purpose

1.2 General characteristics of application
Standalone, single player, platform, level based with a set number of levels, each level has a time limit.

1.3 Scope of application
The application is supposed to be controlled with the keyboard. It will not be web based and will not show the highscore online since its a standalone application. It is not a customizable application. The user cannot change the layout and so on. The character cannot move through one side of the screen and come out on the other side.

1.4 Objectives and success criteria of the project
The application is finished when there is functionality such as highscore, spikes, a gameplay and many levels are done.

1.5 Definitions, acronyms and abbreviations
solid ground = everything that the character can stand upon
non-empty space = all things that are not “air”, for example solid ground and walls
the chosen item = the item that the character is standing near
placed on the... = on the image (not on top of the character, target, etc.)
world = the area of the screen that the character moves around in (not including the status bar etc.)
wall = side of the world

2 Requirements

In this section we specify all requirements

2.1 Functional requirements

- start a game
- turn on/off music
- move around and jump in the world
- pick up candy/items
- drop down items
- pause the game
- View high score

2.2 Non-functional requirements

Possible NA (not applicable).

2.2.1 Usability
The normal user should after a short period of time understand and be able to play the game. He/she is supposed to use the keyboard for navigating the character across the screen.

2.2.2 Reliability
NA

2.2.3 Performance
When the user presses a key the character will interact directly.

2.2.4 Supportability
The application will be supported to be able to use on both Windows and Mac OS X.

It will be prepared for easily implementation of bots, more levels and so on.

2.2.5 Implementation
The application will use the Java environment.

2.2.6 Packaging and installation
The application will be delivered in a ZIP-file with associated JAR-file and resources (pictures, sounds etc.).

2.2.7 Legal
NA

2.3 Application models

2.3.1 Use case model

UML and a list of UC names (text for all in appendix)

2.3.2 Use cases priority

1. Move
2. Jump
3. Pick up item
4. Drop down item

2.3.3 Domain model

UML, possible some text.

2.3.4 User interface

The application will be running in fullscreen and the game will be built up by game tiles and will be a platform game. The resolution of the game is not yet decided.

2.4 References

APPENDIX

GUI

Domain model

Use case texts