

Requirements and Analysis Document for Group 1

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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 it's 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

Create a list of high level functions here (from the use cases).

2.2 Non-functional requirements

Possible NA (not applicable).

2.2.1 Usability

2.2.2 Reliability

2.2.3 Performance

2.2.4 Supportability

2.2.5 Implementation

2.2.6 Packaging and installation

2.2.7 Legal

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

A list

2.3.3 Domain model

UML, possible some text.

2.3.4 User interface

Text to motivate a picture.

2.4 References

APPENDIX

GUI

Domain model

Use case texts