**Functionals Specifications Rooms**

The aim of this document is to describe the project “Rooms”, and to precise the different modules which composes this project.

**Document revisions:**

|  |  |
| --- | --- |
| **Date of the modification** | **Description of the modification** |
| 04/07/2018 | * Initial creation of the document * Project introduction * Project modules |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Project introduction:**

The project “Rooms” will be a simple video game, displayed in the terminal. The context of the game will be the second world war like universe, where the player will have to basically survive in the streets of a big city. The player will start in a building and must loot enough stuff to go to the next building. He will move from room to room and handle the different encounters that will occur. Every rooms (and theirs content) will be randomly generated.

**Project modules:**

The project will be sub-divided in several modules:

**Rooms-Generator:**

Excepted the first room, where the player will spawn, every room will be randomly generated.

Every room can be populated with the following entity:

* Loot crates
* Neutral NPC
* Red NPC
* Blue NPC

**Loot crate:**

A loot crate is a box which contain a random number of items. Theses Items have some properties, based on the quality of the object, and the level of the player. The player can choose to “loot” the crate, and then see each item individually (Name and stats will be displayed, see Item section). When an item is displayed individually, the player can do 4 actions:

* **Take** the object (which transfer the item from the crate to the inventory of the player, if the space is available)
* See **next object** on the loot crate
* See **previous object** on the loot crate
* **Leave** the loot crate (which take back the player into the room)

If the player chooses to take every object, the player will automatically “leave” the crate.

**Neutral NPC:**

A neutral NPC, or neutral civilian, is a character who doesn’t belong to a faction (Red or Blue). The character can be aggressive, neutral or friendly with the player, depending on some variables (Appearance score, faction belonging, the place where the encounter occurs, etc.).

**Red NPC:**

A red NPC is a character who belong to the red faction. He will be automatically aggressive against anyone who is part of the blue faction (doesn’t mean that he will try to kill him / them).

**Blue NPC:**

A room can be of the following types:

* Neutral room
* Neutral Shop
* Red camp
* Blue camp
* Battle room

Neutral room:

* + A neutral room i