CSCI 201 -- maxÆR
High-Level Requirements Document
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Overall Game Concept

maxÆR will be a keyboard based game where the user can interact with obstacles that are raining down on him from the sky. The game will primarily be single player, with a protagonist that is trying to dodge obstacles from above--using them as stepping stools to get higher into the sky. The game will feature a single player mode, where the user can try to climb as high as they can, and a multiplayer mode, where two users will face off to see who can climb the highest.

Gameplay

User
The game should have a player that the user can control using directional arrow and keyboard commands. The player should be able to interact with the objects in the environment--meaning collision detection must be implemented. Users will be allowed to log in, that way we can keep track of high scores to keep users engaged with our product. We don't want to deter any clients, so the user will be able to play our game without logging in. Logging in will enable users to save their level progress and free-play scores and to continue from their latest defeated level.

Environment
The game should have an environment that poses challenges to the user. The environment will be composed of block objects, which fall from the sky in a tetris like manner. There will also be a component that slowly rises from the bottom of the screen--constantly chasing the player further into the sky.

Game Modes
The game should incorporate a free play mode, with a checkpoint based system that users can unlock as they progress in the free play mode. As the user progresses to higher levels in free play, they will should access to unlockable levels. There should also be multiplayer functionality for the game--showing a mirror image of the game on two screens so two users can "face off."

Interface
There will be several screens the user will interact with: a login screen, a highscores/stats screen, and a game over screen. We do want to encourage users to sign up, so we want to display a log-in button for them after they lose the game. If we are able to do this after we have finished the basic game functionality, we also want to be able to change the theme of this game with relative ease. Each theme will change the overall gameplay graphics--styling each component. We'll also have a menu bar for the user to access settings.