

Request for Changes to Little Fish Big Pond Application

Created by

Pelican Investments

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1.0 Introduction

This document is in response to the Requirements Document created and delivered by Big Games Inc. There are six main changes that we are requesting be made to the requirements document for the application 'Little Fish Big Pond'. This document will discuss in detail the changes to the number of players per team, removal of the displayed leaderboard and changes to what information is stored in the database, changing the self adaptation requirements, how players connect to the application, adding that this should be a non-stressful game, and specifying the specific hardware requirements. Each change is described in further detail in the following section and respective subsections.

2.0 Changes requested

Each of the subsections below discusses one of the changes that we wish to be made to the RD provided by Big Games Inc.

2.1 Number of Players per team

The first change that is discussed in this document is changing the requirement to the number of players per team. The "Little Fish Big Pond" application must support at least two players playing at the same time. This portion of the requirement is the same as currently outlined in the RD. The change to the RD is as follows, the teams must be limited to four players. This change comes from the fact that each team employed at Pelican Investments is at most eight people. By limiting the number of players per team to four we can swap the teams around with each of the eight team members.

2.2 Leaderboard and stored data

The change to the leaderboard is that there should not be a leaderboard displayed to the user. There must be a score displayed to the user team as the game progresses and this score may be shown to them at the end of the game, success or failure.

This score must be stored in some form along with the list of players from that team. This must be accessible and exportable so that trends and data patterns can be analysed and reported on.

2.3 Self adaptation

This section of the document aims to clarify the self adaptation that the system employs. The self adaptation of the system should only be a small correction as the game progresses and should only occur at a slow rate. This is due to the possibility of a high-skill player being matched with a low-skill player - balancing in this scenario would make the game unenjoyable for both individuals.

2.4 Devices and Connectivity

The application does not need multiple keymaps as users should not be able to play on the same device with one another. An internet connection should be required to use the “Little Fish Big Pond” application and connect to other users.

2.5 Stress of game

The “Little Fish Big Pond” application should not be stressful and should avoid the implementation of displays and consequences that may cause stress. To further clarify this there should not be any visible indications that may trigger a stressful response. To list a few indications of what may be considered stressful triggers, timers, death or loss of life, and scores counting down (losing points).

Timers may be used for the calculation of scores but must not be displayed to the user. The game must still progressively get harder.

2.6 Specifications of hardware

The “Little Fish Big Pond” application must be able to run effectively on a Lenovo Thinkpad 2018. To be considered running effectively the application must maintain a 60 frame per-second minimum and must transfer data at a rate of at least 20mbps.

3.0 Summary

This document has discussed the changes that should be made to the requirements document provided by Big Games Inc.

4.0 References

“Requirements Document Little Fish Big Pond”, Author Big Games Inc.. Accessed Feb 16 2023