

# Requirements and Analysis Document for group 16

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v1.0

## 1 Introduction

We have identified a huge gap in the world of clicker games, namely Lord of the Rings based clicker games. Our project aims to fill that gap.

This game will simulate the adventure of Frodo and friends on their quest to destroy the one ring, and will benefit anyone who likes both LOTR and clickers. This game might be useful on the bus, to pass the time when moving between locations, or when sitting on the toilet.

### 1.1 Definitions, acronyms, abbreviations

LOTR: Lord of the Rings.

## 2 Requirements

### 2.1 User interface

### 2.2 Functional requirements

### 2.3 Non-functional requirements

## 3 Use cases

### 3.1 Use case listings

#### 3.1.1 Use case: Attack

Summary: The user clicks the screen and the game calculates new health for the monster.

Priority: High

Extends: undefined

Includes: undefined

Participators: Player

Normal flow of event: The player attacks the monster and the monster survives.

	Actor	System
1	Player clicks screen	
2		Attack animation plays
3		Calculate new health for monster

Alternate flow: The player attacks the monster and the monster dies. The level is not cleared.

	Actor	System
1	Player clicks screen	
2		Attack animation plays
3		Calculate new health for monster
4		Health $\leq 0$
5		Death animation plays
6		Replace dead monster with new monster

Alternate flow: The player attacks the monster and the monster dies. The level is cleared.

	Actor	System
1	Player clicks screen	
2		Attack animation plays
3		Calculate new health for monster
4		Health $\leq 0$
5		Death animation plays
6		Replace dead monster with new monster
7		The option to change level is made avliable

### 3.1.2 Use case: Buy upgrade

Summary: The user tries to buy an upgrade.

Priority: Medium

Extends: undefined

Includes: undefined

Participators: Player

Normal flow of event: The player clicks on the upgrade and has enough money.

	Actor	System
1	Player clicks on the upgrade	
2		Checks that the player has enough money to buy the upgrade
3		The upgrade is applied to the player

Alternate flow: The player clicks on the upgrade but does not have enough money.

	Actor	System
1	Player clicks on the upgrade	
2		Checks that the player has enough money to buy the upgrade

### 3.1.3 Use case: Use map

Summary: The user tries to move to a different level.

Priority: High

Extends: undefined

Includes: undefined

Participators: Player

Normal flow of event: The player clicks on the level they want to move to, the level is unlocked.

	Actor	System
1	Player clicks on the level	
2		Checks that the level is unlocked
3		Loads new level

Alternate flow of event: The player clicks on the level they want to move to, the level is locked.

	Actor	System
1	Player clicks on the level	
2		Checks that the level is unlocked

## 4 Domain model

## 5 References