* Functional Requirements

The following requirements have been identified for successful completion of the project.

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| ID | Requirement | Notes | Priority |
| 1.1 | The game will provide a player login to begin the game | Standard login. No Authentication | 1 |
| 1.2 | The player will be provided a default weapon to begin the game | low level weapon item | 2 |
| 1.3 | The player will be given the chance to earn points by killing zombies | points are tallied at the bottom corner of the screen | 2 |
| 1.4 | The player will be rewarded with items and better weapons after accumulating a certain amount of points | weapon will automatically change upon reaching the point threshold | 2 |
| 1.5 | the player will progress in difficulty level and game level upon eliminating all zombies within the current game level |  | 1 |
| 1.6 | The player will lose health points and potentially items and weapons if contacted by a zombie. | damage delivererd player-zombie, zombie-player is determined by the current game level as well as the current player weapon. | 2 |

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| 1.7 | Game Over is achieved when the player reaches zero health points or upon elimination of all zombies in the final game level. |  | 1 |