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| UAS Software Development Project 1 |
| Ninja Game |
| Software Requirement Specification |

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| Team members:  Dair Baidauletov  Fayjus Salehin  Hung Dao |

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# Introduction

## Product Overview

Ninja game is a simple web based 2D endless running game with a database system that allows the player to track top-scores and review statistics of the user’s own account.

### Key Product Features

* Statistics
* Login System

## Operating Environment

The application runs on any internet browsers supporting latest web standards (There might be some exceptions).

## Definitions and Acronyms

Ninja - A **Ninja** is a kind of [spy](https://simple.wikipedia.org/wiki/Spy) or [assassin](https://simple.wikipedia.org/wiki/Assassin) who lived in [Japan](https://simple.wikipedia.org/wiki/Japan) beginning in the [14th century](https://simple.wikipedia.org/wiki/14th_century). (Wikipedia)

# Functional Requirements

## System Features

The game is an eternal 2D platformer with traditional gameplay features such as scores, health-bar, obstacles, pickups

### Obstacles

Weapons:

* + - Shurikens - Decreases the ninja’s health by 5%
    - katana - Decreases the ninja’s health by 20%
    - kama- Decreases the ninja’s health by 50%

### Pick-ups

Pick-ups are visible game objects that can be collected during the gameplay.

* + - Coins - Increases scores
    - Health – Increases the ninja’s health by 10%

# Non-Functional Requirements

List here all non-functional requirements. Consider things like performance, scalability, security, multi lingual support, availability, logging etc.

## Non-Func Requirement 1

Fps, internet, not require security

## Non-Func Requirement 1