Software Requirement

Specification

For

3D\_Platformer

Prepared by

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Purpose of an SRS

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| The purpose of this Software Requirement Specification (SRS) is to provide an in-depth overview of the project and a detailed explanation of the requirements for designing a Unity-based 3D platformer game. |

Intended Audience

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| The development team, stakeholders, and project managers involved in the creation of the 3D platformer game are the target audience for this document. |

Intended Use

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| This 3D platformer game is designed to be played for fun by users of all ages and ability levels. |

Scope of product

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| The 3D platformer game will feature a single-player mode where the player controls a character navigating through a series of platforms, obstacles, and enemies. Using a score system and a countdown timer, the game will be made to be challenging and entertaining. The game will be developed using Unity engine and will be compatible with Windows platform. |

Functional Requirements

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| The functional requirements for the 3D platformer game include:   * A player-controlled character that can move and jump. * 3rd person camera that follows the player. * Five distinct platforms with varying degrees of difficulty. * Obstacles and enemies that the player must overcome to progress through the levels. * Start and end platform. * A time-based score system that rewards players points. * A countdown timer system to encourage the player to finish the game quickly. * Checkpoint system to ensure the player can re-attempt the game more dynamically |

System requirements

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| The user’s system requirements are as follows:   * Windows device running the latest operating system version. * Minimum of 2GB RAM and 1GB of storage space * Graphics card capable of running Unity engine. * Audio output device, such as speakers or headphones   The developer’s system requirements are as follows:   * Unity Engine * Visual Studio 2022 |

Non-functional requirements

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| The non-functional requirements for the 3D platformer game include:   * User-friendly interface with intuitive controls * Smooth and seamless gameplay experience without lag or crashes * Engaging and visually appealing graphics and sound effects * Compatibility with various screen sizes and resolutions |

Conclusion

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| In conclusion, the purpose of this Software Requirement Specification (SRS) is to provide a detailed and comprehensive overview of the requirements for designing a 3D platformer game made in Unity. The intended audience for this document is the development team and others involved in the creation of the game. The game is intended for entertainment purposes and will feature a single-player mode where the player navigates through platforms, obstacles, and enemies while attempting to obtain points within a time limit. The project will be developed using Unity engine and will be compatible with Windows devices. It will have functional requirements such as a player-controlled character and a third-person camera as well as non-functional requirements such as smooth gameplay experience and compatibility with various screen sizes and resolutions. |