Software Requirements

Specification

for

Gateway to Arcadia:

a Text Based Adventure Game

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**1. Introduction**

**1.1 Purpose**

*The purpose of the Text Based Adventure Game is to engage users to put themselves in a story and to use their problem solving abilities to complete this text-based adventure game.*

**1.2 Intended Audience**

*Professor Thede, CSC 232 Class.*

**1.3 Project Scope**

*To present players with various puzzles to challenge their problem solving abilities. The player will navigate the halls of a temple full of puzzles and riddles and will not always be told if he fails. At the end he must solve the Towers of Hanoi!*

**2. Overall Description**

**2.1 Product Perspective**

*This software product is being developed by Daryl, Taras, Dom, and Christopher at DePauw University and is intended for use by student researchers or anyone wanting to enjoy a text-based, thrilling puzzle game. The goal of this project is to challenge us programmers and develop a game that is enjoyable for all to play. Future improvements can be made and getting to even higher levels is something to look forward to in the future.*

**2.2 Game Features**

*The main features of the game:*

* *Relaying the information and context needed to begin the game and understand what you will be doing.*
* *Allow for user input to determine where to continue in the game*
* *Read the user input and process it.*
* *Respond to the user with available options.*
* *Exit the game if not capable.*
* *New Feature: The answers to riddles will go in a locking mechanism that opens the next door.*

**2.3 User Classes and Characteristics**

*The only user class for this program is going to be the player, who shall interact with the game world through a command line interface.*

**2.4 Operating Environment**

*The game is designed to operate with a Java Virtual Machine in a desktop or laptop environment. Users must have Windows Vista or higher and JRE 8. New code will be developed in Java.*

**2.5 Design and Implementation Constraints**

*This application will use a command prompt to allow the player to interact with the environment and solve puzzles and riddles.*

**2.6 Documentation**

*The classes and methods should be documented via Javadoc for developers’ use and a user guide should be written to teach users the necessary commands to use the program.*

**3 System Features**

**3.1 Gameplay and Interaction**

*Users will be asked immediately to ensure they want to progress on this difficult and emotional adventure. Responses from the computer ( the system) will be tailored to each text the user submits in the prompt.*

**3.2 Puzzles and Riddles**

*The object of the game is to reach the end of the temple and get to the magnificent floating city. In the way of the game-players are numerous puzzles and riddles that will get progressively harder as you advance through the game.*

**4. External Interface Requirements**

**4.1 Hardware Interfaces**

*This program will run on a laptop or computer. There will be no other hardware necessary.*

**4.2 Software Interfaces**

*n/a*

**5. Other Non-Functional Requirements**

**5.1 Performance Requirements**

*The game is intended to be interactive, so users should not be expected to wait for the completion of any of the program’s responses or input.*

**5.2 Security Requirements**

*The game does not ask for any personal information or ask about certain opinions or beliefs, so security will only exist through the user’s operating system and existing measures.*

**5.3 Software Quality Attributes**

*The game will be tested on numerous different cases and levels by our development experts, ensuring it will operate efficiently and in a user-friendly manner. Appropriate error messages will be transmitted if such is needed.*