

Title: SUPER MARIO.

Vision : In this game, we want to create a basic vision of the Super Mario game. we want the user can control Mario to run forward backward and jump, we want to create some enemies for him like mushrooms or tortoise. when Mario jump onto his enemies the enemies will die and if he touches the enemy he will die. we also want to make some blocks on the sky that Mario can jump onto. Music is one of our expectations too. There might be three or four levels in this game.

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List of requirements(Agile sizing) :

Business Requirements :

- (BR01) This game should be done within this semester.(5)
- (BR01) This game should be attractive to people under 30 years old.(8)
- (BR01) customers could receive happiness from this game.(5)

User Requirements :

As a user, I should be able to :

- (UR01) use the direction key on my keyboard to control Mario's Action.(8)
- (UR02) Open the game and play it directly.(5)
- (UR03) Close the game when I do not want to play it.(5)

Functional Requirements :

As a user, I want to

- (FR01) Make Mario run forward and backward.(8)
- (FR02) Make Mario jump.(8)
- (FR03) Make Mario jump on an enemy to kill it.(13)
- (FR04) Play the game again if I lose it at the first time.(8)

Non-Functional Requirements :

In the software, the following requirements should be satisfied :

- (NFR01) The game could record how many times the user has tried in the game.(5)
- (NFR02) The game should not have any loopholes that might interfere the game.(8)
- (NFR03) The game should not require the user to install the game instead of play it directly.(5)

methodology : Waterfall—(Gather and document requirements, design, code and

unit test,perform system testing,perform user acceptance testing,fix any issues,deliver the finished product.)

Project Tracking software : TRELLO

Link to Project Tracking software : <https://trello.com/b/8ZNNayhi/super-mario>

Project plan :

