**Alliance:**

**Cold War Conflict**

Graphical user interface

Description automatically generated with medium confidence

**Computer Science Capstone 2021 – Requirements Document**

Bryce Wiedower | Andrew Mock | Mary Yukich | George Cook | Charles Yan | Elizabeth Shores

**Purpose Statement**

Double Agent Gaming represents the premier in game quality & robustness. With our roots set in the heart of espionage and covert operations we provide each user with the opportunity to dive in and experience the world of the Cold War. Focusing on an enjoyable gameplay and all-around experience, the team at Double Agent Gaming looks forward to serving our customers to the best of our ability.

Our game that is currently being developed, Alliance: Cold War Conflict, is based on the game Node which is similar to the popular Settlers of Catan. The gameplay is the same as Node but with some awesome enhancements, unlike Node where you just lay down nodes and branches, Alliance allows you to take the side of the United States or the Soviet Union and create an ally network across Europe to bring your side victory. The fate of the world sits in the balance as nuclear war is almost at hand and the only thing keeping it at bay is the unity of Europe to your side.

**Software Requirements**

* AI with at least 2 levels of difficulty
* AI makes move in 6 seconds or less
* Multiplayer over the Internet
* Game intro video must not exceed 15 seconds, and must be skippable
* Screen resolution should be 1920 x 1080
* Game runs on Windows 10 64-bit

**Hardware Requirements**

* Keyboard
* Mouse
* Monitor
* Sound card and Speakers or Headphones
* Integrated Graphics
* 1 GB available hard disk space or more

**Enhancements**

* Animations
* Sound Effects
* Music

**Team Member Responsibilities**

**Bryce Wiedower**

* Team Lead
* Networking Co-lead
* Game Core Co-Lead
* Music Lead

**Andrew Mock**

* Networking Lead
* GUI Co-lead
* Game Core Co-Lead

**Charles Yan**

* Game Core Lead
* GUI Co-Lead
* Networking Co-Lead

**Mary Yukich**

* GUI Lead
* Game Core Co-Lead
* Install Lead

**George Cook**

* AI Lead

**Elizabeth Shores**

* Graphics Consultant

**Initial Development Tool Listing**

* **Unity –** Game Engine
* **Visual Studio –** Default development platform for scripts
* **VS Code** **–** Development platform for scripts
* **Online Illustrator** **–** Graphics
* **Unity Asset Store –** Premade visual assets
* **Photon Unity Networking 2 –** Networking
* **Inno setup –** Install program
* **GitHub –** Source control
* **Microsoft Word –** Documentation and notes
* **Discord –** Team communication
* **Trello –** Scrum Board for organizing tasks
* **FreeSound.org –** Free sound effects
* **YouTube –** Royalty free sound tracks

**User Sign Off**

I, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, have carefully read and understand the requirements and specifications presented in this document. By signing this document, I understand and agree that the design requirements are finalized. Furthermore, I understand that any changes to these requirements or failure to fulfill these requirements will result in an extended development period.

Signature

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Printed Name

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Date

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