A Ludum Games Production



*Advanced Battle Specifications*

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Change List

|  |  |  |  |
| --- | --- | --- | --- |
| version | summary | author | date |
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# Introduction

The purpose of this document is to show a general overview of the design and goals of this project. It will cover a description of what the project is; the minimum requirements needed for complete functionality; a number of stretch goals beyond the minimum; and a couple of UML diagrams to help describe the flow of the program.

## Scope

To be filled

## Definitions

To be filled

# Overall Description

To be filled

|  |  |
| --- | --- |
| Goal of Advanced Battle |  |

## Rules of the Game

## Pieces

## Conditions of Victory

## Multiplayer Feature

## Constraints

## Assumptions and Dependencies

# Essential Requirements

## Map Features

## Touch Features

## Playability

# Stretch Goals

## Additional Pieces

## Additional Media Features

## Additional Game Features

## Multiplayer Functionality

# UML Diagrams