Requirements

Group 6 - M6

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The requirements were elicited and negotiated during the client meeting. From the initial SSON given by the clients the team has captured some of the main User and System requirements. These requirements and other ones deemed useful by the team, to satisfy the given brief, were then discussed with the client themself. In this meeting the team was able to elicit all the game requirements and have a more complete understanding of the clients needs and objective for the game development.

Initially we identified all the user requirements based on both the SSON and the client meeting. Afterwards we placed them in a table where for each we assigned an identification name, a short description and a priority type (Shall-high priority, Should-medium priority, May-low priority).

From these we identified the Functional requirements. We therefore placed them in a separate table with their own identification name, a short description and the identification name of the User requirement they were derived from.

The same was done then for the Non-functional requirements with the only addition of a ‘Fit criteria’ in their table.

As a result we then have a total of three different tables (one for each requirement) which were written without a highly specific language to be understandable by everyone in the team and the clients.

We decided to present them like this to make them easily readable by whoever is involved in the project and unambiguous.

User requirements

ID	Description	Priority
UR_PLAYABILITY	Users should be able to use the system without previous gaming experience.	Shall
UR_GRAPHICS_RESTRICTION	The game should offer a pleasant gameplay to users of all ages.	Shall
UR_ACCESSIBILITY	The game should be accessible to most users.	Should
UR_SYSTEM_CUSTOMIZATION	Users should be able to pause the game and have access to volume settings and adjust them to their preference.	Shall
UR_SYSTEM_AVAILABILITY	Users should be able to access the game from all main operating systems in a standard-sized computer.	Shall
UR_NAVIGATION	Users should have access to a tutorial that helps them understand how to navigate the game.	Should
UR_GAME_OBJECTIVE	The player's objective is to escape the maze in 5 minutes of effective gameplay and achieve the best score possible.	Shall
UR_GAME_MAP	The map(game) contains the maze the player is trying to escape from, with a university-like scenery.	Shall
UR_GAME_CONTENT	The user should be able to encounter 5 negative, 3 positive and 3 hidden events.	Shall
UR_GAME_EVENTS	An event location is not restricted to one specific place and their completion may increase/reduce the score in exchange of a disadvantage/advantage in reaching the end.	Should
UR_GAME_TRACKERS	The game will contain a time tracker and a simple event counter that tracks how many events the player has interacted with.	Shall
UR_GAME_GRAPHICS	The game should be a 2D game set in a university.	Shall
UR_MAIN_SCREEN	The game should contain a main screen that functions as an initial interface and where the player can adjust the settings.	Should
UR_DEVELOPMENT	A resource-limited game development that can then be further developed if clients request it.	Should

Functional requirements

ID	Description	User requirements
FR_GAME_CONTROLS	The game should use commonly used game controls	UR_PLAYABILITY
FR_TUTORIAL	The game should include a very basic tutorial on the controls, how to win, and how to react to events.	UR_NAVIGATION
FR_PAUSE_FUNCTIONALITY	The game should contain a pause functionality.	UR_SYSTEM_CUSTOMIZATION
FR_SETTINGS_MENU	The game should contain a settings menu to enable users to adjust the volume of the game	UR_MAIN_SCREEN
FR_PLAY_TIME	The game should have a play time of around 5 minutes	UR_GAME_OBJECTIVE
FR_POINTS_SYSTEM	The game should calculate a points score based on the objectives the user completes/time taken to complete the maze.	UR_GAME_TRACKERS
FR_POINTS_OBJECT	The player should be able to see their score during gameplay	UR_GAME_OBJECTIVE
FR_NEGATIVE_EVENTS	The game should implement 5 negative events (A negative event is one that hinders the player from progressing in the game.)	UR_GAME_CONTENT
FR_POSITIVE_EVENTS	The game should implement 3 negative events (A positive event is one that will benefit the player if they pass through it.)	UR_GAME_CONTENT
FR_HIDDEN_EVENTS	The game should implement 3 hidden events (A fun event that is invisible until triggered. They may be negative or positive.)	UR_GAME_CONTENT
FR_EVENTS_CHANGE_SCORE	Game events should cause a change in score	UR_GAME_EVENTS
FR_EVENT_LOCATION	Game events should not be restricted to a single location	UR_GAME_EVENTS