Sample of Requirement gathering

It may be substantially less expensive to start from scratch or write a brand-new screenplay than to reformat a game for a different platform. For the platform rationale on which the game will be built, we will want a research team or an expert. On a smartphone device, there isn't much room for pictures and visuals to be rendered. A talented team of animators and visual designers will therefore be needed. After the aesthetics are finished, a game developer and programmer are hired to overhaul the gameplay and control scheme. The game should then be tested by a game tester, who will report any issues or glitches and make sure that it functions properly on mobile.

Functional Requirements

- Both new and returning players must be able to register and log in using their Google Play and App Store IDs on this page.
- Since the game is a multiplayer online experience, a live database with player data like game stats and match history should be accessible.
- Game settings must have a "About" option with a description page that lists the mission statement, long-term goals and objectives, and rules for how to play the game.
- The game should have a payment system that enables players to make in-app purchases and microtransactions using a debit or credit card. Additionally, a third party, such as the credit or debit card issued by the relevant bank, will offer payment security.
- Other game functions will be the same as in the PC version.

Non - Functional Requirements

- The game should be accessible round-the-clock so that players can access it whenever they want, from wherever they are, using any mobile device. To log in, all they need is a data connection and their login information.
- The easiest approach to give your users around the world a consistent multiplayer gaming experience is with game servers. It is crucial to list the server requirements that gamers have. Socket Connections in Two Directions, for instance: Making Connections, Room/group/lobby functionality, Rules and physics validation, Non-player AI components, Controlling Latency
- The platform on which you release the game can have guidelines that you must adhere to. As a result, you might need to change the gameplay, the controls, or other game features.
- Both iOS and Android devices must support the game.
- Hacking in multiplayer games must be tracked and stopped by a background anti-cheat service.
- There should be achievements, events and purchasable seasonal passes that reward players as they progress in the game with new accessories and other cosmetic rewards.