



Galactic Hockey

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Software Engineering Methods

Non-functional requirements:

- Using Java 11
- Use the LibGDX game engine libraries (for ease of developments)
- Using Gradle (with Jacoco, PMD, Checkstyle and SpotBugs)
- Might use Jersey for server communication

Functional requirements:

Must have:

- The player will be able to use the keyboard to control the pusher
- Collisions with the pushers
- Collisions with the walls
- Keeping track of the score
- Storing game history in a database
- Game will be 2D
- Authentication through login and password
- At the end of each play, the game should show the top 5 scores ever made in the game
- Leaderboard

Should have:

- Multiplayer (sending the moves of the players between 2 computers)
- Galactic theme (or a theme in general, to be discussed)
- Performance statistics
- Menu
- Sound effects
- Sound and AI settings
- Single player AI

Could have:

- Particles/animation
- Special Abilities
- Make it 2.5D
- Changing the theme

Won't have:

- The game will not be completely 3D