

Requirements Doc

Introduction

The software we are working on is a Map Designing tool for a game called the Zombie Project. The software is for designing the maps that are later going to be used by the main game. This software will be completed by the end of November.

List of requirements

1. The system will allow for three different types of user accounts. The types of accounts are Administrator, Designer and player.
 - a. Players:
 - i. Create an account
 - ii. Change email address and password
 - iii. Play and browse maps
 - b. Designers:
 - i. Can do everything a Player account can do.
 - ii. Will be able to create, modify, save and delete their own maps from the system
 - c. Administrators:
 - i. Can do everything a Designer account can do.
 - ii. Is able to add and remove users.
 - iii. Can view and remove any map.
 - iv. Can change the account type of any account.
2. The user accounts will be logged out after 20 minutes of inactivity.
3. The system will have a fully functional map editor with the following features:
 - a. allows administrators and designers to create and edit maps
 - b. will be able to use keyboard shortcuts, undo/redo, and right/left click assignment.
 - c. will be able to place tiles and objects, and create events in the map editor.
 - d. Maps will auto-save every 15 seconds, or if the user manually saves.
 - e. Will allow for play testing of maps
 - f. Different layers can be used in map editing.
4. The maps can be uploaded to the main game site to be played. After modification a new upload will be required

List of non-functional requirements

1. The system should be run in at least Win XP or higher.
2. This software will be tested on Google Chrome Ver. 29. To ensure that the program runs well please use this version or above. Update if necessary.

Extra requirements

1. *Mini-map: Overview of entire map while working.*
2. *Play test: You can play the map in a different tab or frame.*
3. *Custom tile sets: The user can upload their own tiles for a map.*
4. *Palette of tiles that can be mapped to numbers 0-9.*

Glossary

Events: Actions that occur by reaching a location or other events.

Objects: Items players can interact with.

Permissions: Determine what a user can do in the system. Higher permissions mean the user can do more.

Software: Is a program that runs on a computer to solve a problem.

Template: Something that is default so that the user can start working from that. In our case these are default maps that the user can modify and save as a map of their own.

Tile: An image representing of a small part of the map.

Undo – Redo: These are very useful options in a computer program; they help go back(or forward) one step at a time in the map creation process.

Update: to get a newer version of a computer program.

Upload: to transfer a file to a website or another computer, usually a server.

Username: the name of the user that the system uses. This is used to log in to the system.