

TDA367/DIT213

Requirements Analysis Document

(RAD)

Inheritance of Violence

A Roguelike Survival Game

Group 12

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1 Introduction

1.1 Project Vision

A fast-paced roguelike survival game where players fight endless waves of enemies in a top-down arena. Players gain experience, level up, and choose upgrades to develop unique builds each run. Designed for quick, satisfying sessions that respect the player's time.

1.2 Target Audience

Our primary users are:

- **Laptop users** who prefer keyboard-only gameplay without external peripherals
- **Time-constrained individuals** such as students or workers with short breaks
- **Strategy-oriented gamers** seeking varied gameplay with meaningful choices
- **Achievement-driven players** who appreciate visible progress and rewards for effort

1.3 Key Values for the User

Value	Description
Instant action	No lengthy tutorials or setup, just jump straight into combat
Accessible controls	Keyboard-only, no mouse required
Lightweight	Runs smoothly on lightweight hardware
Respect for time	Quick start, instant pause, short meaningful sessions
Replayability	Different upgrade paths create varied strategies each run

2 User Stories

Our user stories in this document have been broken down to issues on our GitHub project board: [View Project Board ↗](#)

2.1 Accessibility & Platform

As a...	I want...	So that...
laptop user	to play offline	I can play without internet connection
laptop user	to only use my keyboard	I don't need to bring a mouse
laptop user	the game to run at 60 FPS on lightweight hardware	it runs smoothly on my laptop

2.2 Time-Constrained Users

As a...	I want...	So that...
person with a hectic schedule	to play short sessions	I can enjoy the game despite limited time

As a...	I want...	So that...
person short on time	challenging enemies to spawn immediately	the action starts fast
student during lecture breaks	fast startup and instant pause	I can play during breaks and stop when needed

2.3 Gameplay & Engagement

As a...	I want...	So that...
gamer who enjoys varied gameplay	different experiences and strategies	I'm motivated to play again
user who likes rewards for effort	my progress tracked	I can measure my success
player	to see damage numbers on hits	I know how effective my attacks are
player	enemies to wind-up their attacks	I can react strategically
player	my attacks to knock enemies back	I can create space and control the battlefield

3 UI Sketches

3.1 Paper Prototype

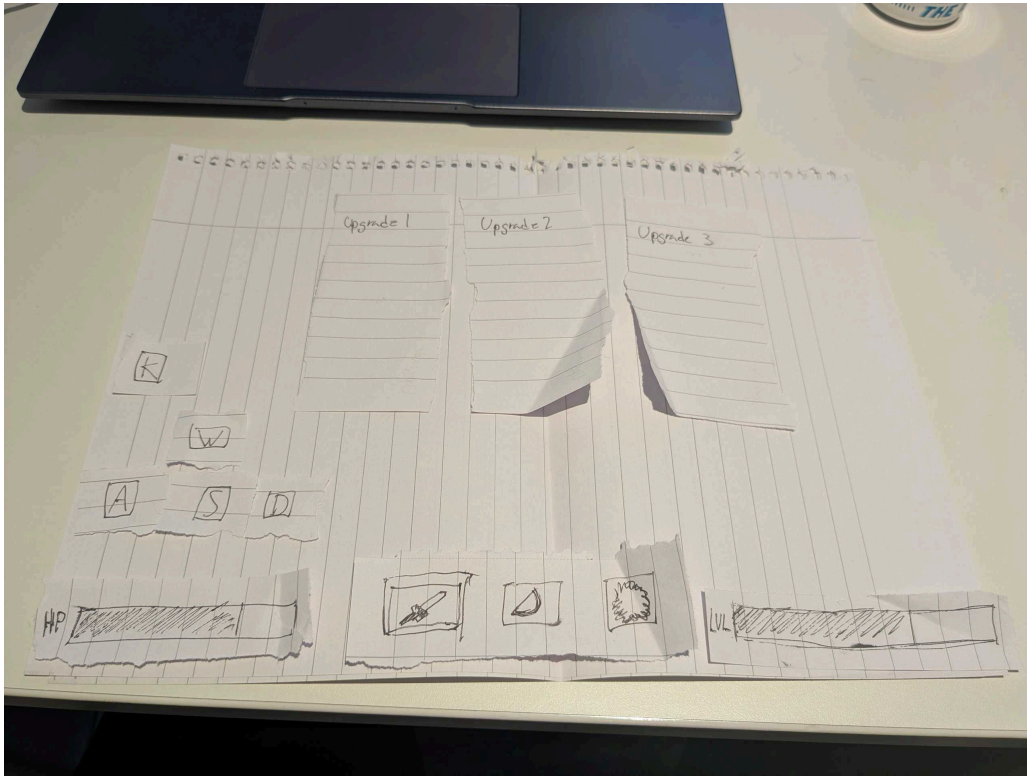


Figure 1: Initial sketch exploring core gameplay layout and UI.

3.2 Main Menu Screen

[GAME TITLE]



Start

Quit

Figure 2: Main menu screen.

Description:

- Game title
- Best score display (in game)
- Start Game button
- Quit button

Navigation:

- W/S or Up/Down arrows to navigate menu items

- Enter to select

3.3 Main Gameplay Screen

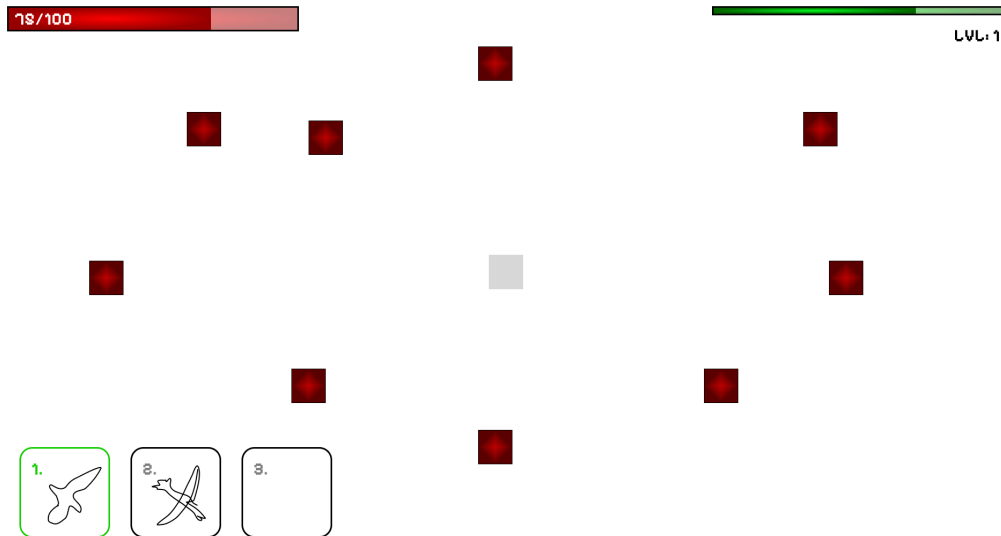


Figure 3: Main gameplay screen.

Description:

- Player character controlled by user
- Enemies spawning from arena edges
- Health bar indicating current/max HP
- XP bar with level indicator
- Timer showing time survived (in game)
- Weapon bar (removed in game)

Controls:

- WASD / Arrow keys: Movement
- Space: Attack in facing direction
- Escape: Pause game

3.4 Upgrade Selection Screen

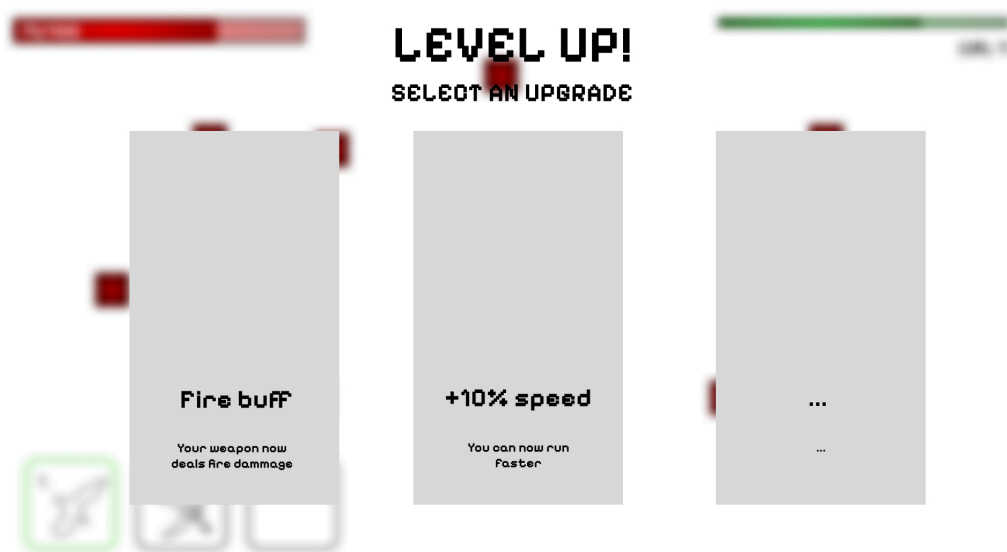


Figure 4: Upgrade selection screen.

Description:

- Appears when player levels up
- Game pauses in background
- Three upgrade options displayed as cards (horizontal in game)
- Player selects one upgrade to enhance their build

Navigation:

- W/S or Up/Down arrows to browse options
- Enter to confirm selection

3.5 Pause Screen

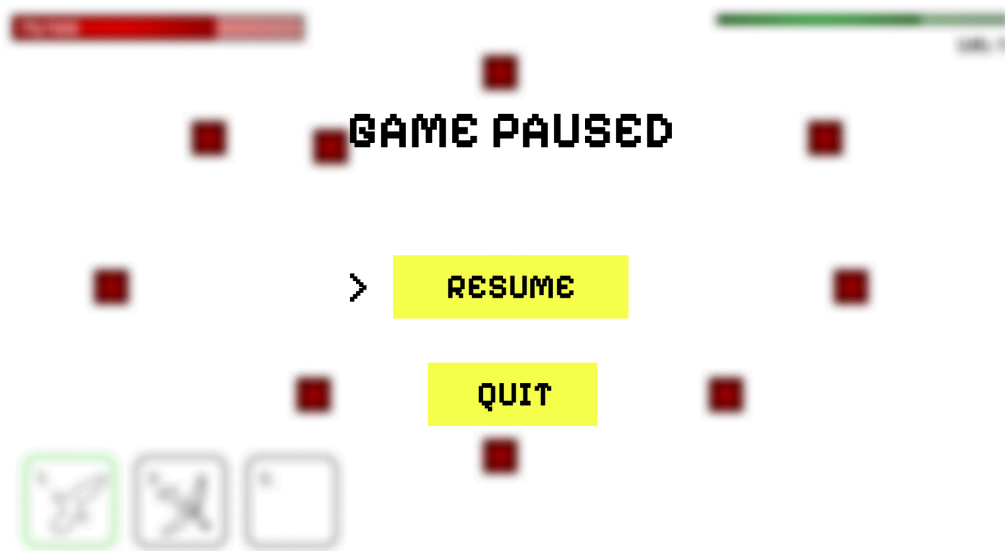


Figure 5: Pause screen.

Description:

- Overlay on top of paused gameplay
- Resume button
- Quit to Menu button

Navigation:

- WS or Up/Down arrows to navigate
- Enter to select
- Escape to resume directly

3.6 Game Over Screen

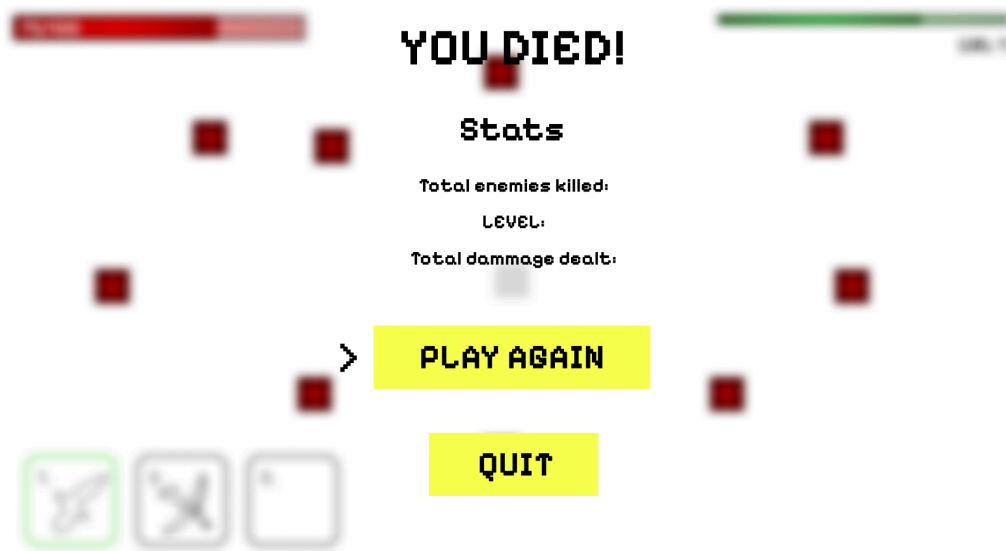


Figure 6: Game over screen.

Description:

- Displays run statistics:
 - Time survived
 - Level reached
 - Enemies killed (in game)
 - Damage dealt
 - Damage taken (in game)
 - Final score (in game)
- Score new best indicator (in game)
- Play Again button
- Quit to Menu button

Navigation:

- WS or Up/Down arrows to navigate
- Enter to select

4 Domain Model

The following diagram illustrates the conceptual relationships within the game domain. This does not represent the technical implementation.

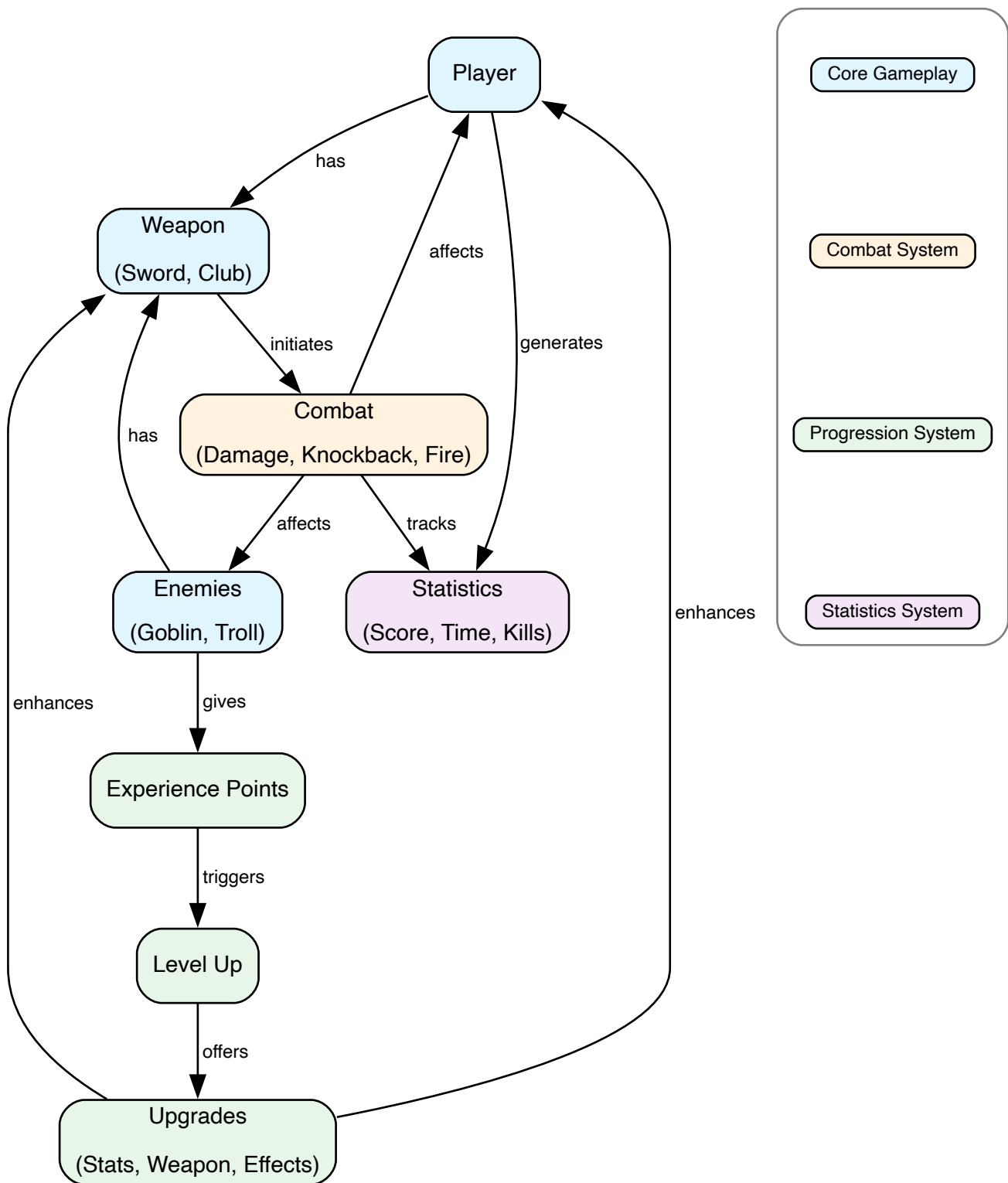


Figure 7: Domain model showing relationships between game concepts.

Concept	Description
Player	The user-controlled character navigating the arena
Enemies	Algorithm-based opponents that chase and attack the player

Concept	Description
Weapon	Equipment used by entities to deal damage
Combat	The battle system applying damage, knockback, critical hits, and status effects like fire damage-over-time
Experience Points	Rewards gained from defeating enemies
Level Up	Milestone triggered by accumulating enough XP
Upgrades	Enhancements chosen at level up: attribute boosts (HP, speed, healing), weapon improvements (damage, range, critical hits), and effect modifiers (knockback, fire damage)
Statistics	Performance tracking: time survived, enemies killed, damage dealt/taken, and a score calculated through a formula