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### Requirements Specification

#### Intro:

Our project will consist of four high score based mini games based on the old Game and Watch games. We will be remaking the games using our own programming and designing abilities. We will be attempting to recreate the games Fire, Oil, Flagman and Helmet.

#### Functional Requirements:

The player will have the option to choose which game to play as well as the ability to look at previous high scores for each game. The games are designed so that the longer the player “lives” the more difficult the games become and the pace becomes faster. After the player “dies”, they will be prompted to enter initials so that their high score can be saved, provided they beat one of the previous high scores.

#### Non-Functional Requirements:

We will be using Adobe Photoshop to create the graphics/logos for the project. The programming will be done in Java version 6 using the Eclipse environment. The games will have the ability to run on any operating system. The minimum resolution for the game is 800 x 600. The exact amount of RAM and memory needed is unknown, though we won’t need a large amount of either to run the game. The deadline for the project is June 6<sup>th</sup>, 2013.

#### System Evolution:

In addition to the initial four games, we will make another four games if the time permits it (or possibly include them after the deadline, even if it’s “just for fun”). The additional games are Cement Factory, Chef, Octopus and Turtle Bridge.