Requirements and Specifications document
Project name "Happiness plus 1"
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Purpose:

The purpose of this this capstone project is to create a game called "Happiness plus 1", the games intended audience is all ages.

Scope:

The scope of this project is to have completed 6 levels of the game completed for project day including a title screen, credits and pause menus.

Features:

The game will be a puzzle solving game with a art style that is 2D top down pixelated art. The main features of this product can be listed as:

- The ability for character Movement in the game
- The ability to interact with object in the game
- An Inventory of items that the player has acquired
- The ability to solve puzzles using the items acquired
    - Crafting new items using items picked up
    - Game progression after puzzles are completed
- The presence of sound effects for generic gameplay

- 9 levels with each level containing:
    - 1 - n Areas in each level depending on the particular level
    - Non playable characters
    - A script of interactions between character - non playable characters
    - Ambient music
    - Sound effects
    - Unique puzzles

- Controller screens:
    - Main menu / start screen
    - Load game option
    - New game option
    - View credits option

- Exit game option
- Pause screen
- Change settings options
- Save game option
- Exit game option

Release criteria:

The game shall allow the user to solve puzzles to progress the main story and eventually complete the game.

Programming languages and development software
- The game will be developed in Game maker studio 2
- The game will be implemented using game maker studio 2's native language GML

Display Control and audio
- Game must have sound effects for most actions
- Game must have ambient music
- FL studio will be used for the creation of any developer made sound effects and or music
- Game must work in Windowed and fullscreen and support multiple common resolutions
- Game must be played on PC
- Game will run at 30 frames per second

- Game will be released as a .exe that is easy to install and begin playing
- Game will be tested as a alpa prior to project day to check for bugs and other potential issues

Functionality
For project day the features that will need to be completed are:
- Main title screen with its corresponding components
- Levels 1 through 6 with all corresponding features

Usability
Testing will be performed on the puzzles for each level to assert that puzzles are able to be solved by the average user and are fun.