**[ Zombie Hospital ]**

Software Requirements Specification

**Final Draft**

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**Revisions**

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# **Introduction**

*This section should provide an overview of the entire document.*

## **Purpose**

*The purpose of this document is to outline the requirements, use cases and constraints of the project for developer use.*

## **Scope**

*Zombie Hospital™ is a Java implemented text based adventure game that will be composed of three levels. The game will be executed on a desktop, with the ability to save and load user profiles.*

*Users will be able to navigate rooms in each level, interact with monsters, solve puzzles, and pick up and use items. The user will also be able to save their progress at the end of each level.*

*The System will save and retrieve information from a text file. The text file will hold information on which rooms have been visited, which puzzles have been solved, which level the user is currently on, and which monsters have been encountered.*

*The administrator will have access to game system editing, the user will be interacting with the game system.*

## **Definitions, Acronyms, and Abbreviations**

*ID: Identification*

*DESC: Description*

*DEP: Dependency*

## **References**

*None.*

## **Overview**

*The rest of this article will first cover high-level description of the project, including functions, constraints and any assumptions made for the project. The overall description will also list any apportioning of requirements, specifying which will be mandatory and which can be implemented in later versions of the game. The next section of the document will cover a more specific description of the project, including the details of the rooms, monsters and puzzles as well as a detailed view of the user interfaces and menu options. This section will also cover the use cases for each of the aforementioned encounters, including detailed descriptions of the purpose of all use cases and their interaction with other use cases. The next section of this document will specify any and all performance requirements and design constraints of the system, as well as the attributes of the system itself. Lastly, this document will describe any database requirements or other requirements not covered in the previous sections of the document.*

# **Overall Description**

*This section will give an overview of the whole system. The system will be explained in its context to show how the system interacts with other systems and introduce the basic functionality of it. It will also describe what type of stakeholders that will use the system and what functionality is available for each type. At last, the constraints and assumptions for the system will be presented.*

## **Product Perspective**

*This product is independent and self-contained.*

## **Product Functions**

*This game will allow users to navigate a map and interact with it in multiple ways using keyboard commands. There will be three levels, within each level the user will be able to navigate through rooms and solve puzzles. There will also be monsters that users will encounter in the various rooms; upon a monster encounter the user will have several options which include, talk, run, and fight. The game will increase in difficulty as the user “levels up.” This game will also include save points at the end of each level. If the user dies in the game they will restart at the save point.*

## **User Characteristics**

*There are two users interacting with this system, the players, and administrator.*

*The players would interact with the system from a limited view; they will only be allowed to use in-game commands and navigation.*

*The administrator will interact with the system from the back end for the purpose of editing the functionality within the game that the players will interact with.*

## **Constraints**

*This system will be built using JAVA.*

## **Assumptions and Dependencies**

*The interface will be limited to English speakers, and has limited accessibility for those with a vision impairment, mental impairment that would not allow 5th grade reading level, or physical impairments that would not allow for keyboard usage.*

## **Apportioning of Requirements**

*None at this time.*

# **Specific Requirements**

*This section should describe all software requirements at a sufficient level of detail for designers to design a system satisfying the requirements and testers to verity that the system satisfies requirements.*

*The remainder of this sample document is organized according to A.5 Template of SRS Section 3 Organized by Feature shown in the Annex of Std 830-1993. For alternative organizational schemes by system mode, user class, object, stimulus, functional hierarchy, and combinations, see the standard.*

## **Over All Game Description**

*Zombie Hospital is a zombie adventure game where the player attempts to rid a hospital of a zombie infestation. Players will traverse three levels each containing ten rooms. The player will be able to equip items such as weapons and armor. Players will solve seven puzzles, two during the first two levels and three during the last level. Each level will contain two monsters with a seventh appearing at the end of the game as a final boss. A new weapon or piece of armor will be found after each monster and the player will start with a basic weapon equipped. A level ends when the player has solved each puzzle and defeated each zombie. When a level ends the player is teleported to the beginning of the next level.*

*At the start of each play session users will be prompted by the game to either load a saved state or begin a new adventure. At the end of each level the user will have the option to save their progress and end their session. Players will be able to attack or flee from monsters in a menu. Players will be able to enter into an equipment menu that will show their equipped items and offer them to option to swap out and drop items. Players can only carry two weapons and two pieces of armor at a time.*

### **Rooms**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ID** | **Description** | **Exits** | **Artifacts** | **Monster** | **Puzzle** |
| L1001 | “*You wake up on the floor of a hospital room. It’s quiet for a hospital. The nurse call button seems to be broken, but all of the machines in the room have no power.”* | NORTH(D002L1)  SOUTH(D001L1) | NONE | NONE | NONE |
| L1002 | “*Out in the hallway the hospital looks abandoned. You think “Have the nurses gone on strike?” You wander around and finds the reception desk which contains a healing item.*” | SOUTH(D002L1)  WEST(D003L1) | HEAL(HP001) | NONE | NONE |
| L1003 | “*Down the hallway you go. You can hear moans coming from some rooms, but cannot see anything through the windows in the doors. A cold draft sets over you.”* | WEST(D004L1)  EAST(D003L1) | CROWBAR(ITEM007) | NONE | PUZ001 |
| L1004 | “*Moving forward you goes to the Cafeteria. You goes to the McDonald’s and looks around for food. But everything needs to be microwaved and the microwave has no power. You try to open the freezer because there is banging around in there, but the door won’t budge.*” | WEST(D005L1)  EAST(D004L1) | NONE | NONE | NONE |
| L1005 | “*This is the waiting area. People would normally wait here for a check-up. All the chairs have been wrecked. Blood was splattered everywhere and the stench is overwhelming. You think ‘Can’t believe I miss that old hospital smell.’*” | EAST(D005L1)  SOUTH(D006L1) | MIXTAPE(ITEM006) | MON008 | NONE |
| L1006 | “*The entrance to this hospital is on your right, but it is blocked off. There is a trail of blood that goes to the door north of you. And a sign that says E.R. above the door west of you is flashing.”* | SOUTH(D007L1)  NORTH(D006L1)  EAST(D009L1) | NONE | NONE | NONE |
| L1007 | “*This room is where doctors like to give patients bad news. It’s painted a sky blue and has inspirational posters. It’s more of an office. You hear some eating noises from behind the doctor’s desk. When you enter to see who is eating what, you find a zombie eating the doctor’s brains. Then the zombie stops. There is a silence as time slows down and the patient zombie looks dead at you.*” | NORTH(D007L1)  EAST(D008L1) | NONE | MON001 | NONE |
| L1008 | “*This room is dark, but you can see an old nail on the floor. After the puzzle is completed you see that it was a doctor break room.*” | WEST(D008L1)  NORTH(D009L1) | OLD NAIL(ITEM008)  FLASHLIGHT(ITEM009) | NONE | PUZ002 |
| L1009 | “*This is the waiting area for the E.R. which is just as destroyed as the last waiting room.” You can find a healing item in the check-in desk. If the player entered from door ID: D006L1 then all of the other doors are locked, but you can hear faint music and humming coming from the door ID: D010L1. If Player enters from door ID: D009L1 then all of the doors are unlocked. Once the player gets close enough to the door ID: D010L1 he or she will think “someone is tone deaf”.* | SOUTH(D009L1)  WEST(D006L1)  EAST(D010L1) | HEAL(HP0001) | NONE | NONE |
| L1010 | “*There are headphones on the ground next to the Player’s feet. And that humming was coming from the possibly tone deaf Janitor Zombie! The floors are being mopped with blood and body parts by the Janitor Zombie. You thinks “I’ve heard of working over-time but not working after-death”.*” | WEST(D010L1)  SOUTH(D011L1) | MAP(ITEM001) | MON002 | NONE |
| L2001 | “Fresh air assaults your nostrils. You feel comfort for the first time since this ordeal began. You look around the Hospital courtyard. Wheelchairs lay abandoned. The sense of calm that had begun to settle over you is broken.” | NORTH(D001L1)  SOUTH(D001L2) | HEAL(HP001) | NONE | NONE |
| L2002 | “You come across a large tree. In any other setting you would think this tree in the middle of a grassy field odd. However now you are just glad to find a place to rest. You begin to climb the tree when out falls a woman in a nurse’s uniform. She attacks.” | NORTH(D011L1)  SOUTH(D002L2) | SYRINGE(ITEM002) | MON003 | NONE |
| L2003 | “You run as far as you can. Your body still cold from the encounter. You take a moment to rest before pressing on.” | NORTH(D002L2)  SOUTH(D003L2) | NONE | NONE | NONE |
| L2004 | \*INSERT PUZZLE TEXT\* | NORTH(D003L2)  SOUTH(D004L2) | NONE | NONE | PUZ003 |
| L2005 | “The grass here is wet with dew. “Odd” you think to yourself as it is the middle of the day. It is only after looking down you notice that it is not dew but blood littering the ground. Something horrible waits ahead. You attempt to continue your southward progress. However, you know you can’t leave without looking for further survivors.” | NORTH(D004L2)  EAST(D005L2) | HEAL(HP001) | NONE | NONE |
| L2006 | “You come across a cement wall. The words “There is no hope” are written in blood on its otherwise unblemished surface. “Damn kids,” you think to yourself.” | NORTH(D006L2)  WEST(D005L2) | NONE | NONE | NONE |
| L2007 | \*INSERT PUZZLE TEXT\* | NORTH(D007L2)  SOUTH(D006L2) | NONE | NONE | PUZ004 |
| L2008 | “You are starting to get annoyed with how this hospital is laid out. What would happen if there had been an emergency? Did they really expect someone to solve puzzles to get from building to building?” | NORTH(D008L2)  SOUTH(D007L2) | NONE | NONE | NONE |
| L2009 | “The smell of rotting flesh once again overwhelms you. The ground is muddy with blood. Entrails hang from the edges of the building. Limbs lay in odd configurations in front of you. You know that once nothing good awaits ahead. You start to ponder why you hadn't taken your mother's advice and moved to Canada. These kinds of things never happen in Canada.” | NORTH(D009L2)  SOUTH(D008L2) | HEAL(HP001) | NONE | NONE |
| L2010 | “You move toward the end of the courtyard. You see someone, a doctor, bent over a dead body. You allow yourself to think that you had found an ally. The doctor turns and lunges.” | NORTH(D010L2)  SOUTH(D009L2) | STETHOSCOPE(ITEM003) | MON004 | NONE |
| L3001 | “After trekking up the stairs you finally reach the third floor of the hospital. Inside the room there is a broken window, a waiting area with strewn chairs and glass, a reception desk with blood splattered on the counter, and bloody hand/footprints leading to the North door. On the broken window sill the player can find a healing item.” | NORTH(D001L3)  WEST(D002L3)  EAST(D010L2) | HEAL(HP001) | NONE | NONE |
| L3002 | “Upon entering the player is attacked by a Plastic Surgeon Zombie, this Zombie will drop a scalpel that the player can pick up. The room is covered in blood, the ceiling is crumbling and there is one mobile metal patient bed that has been torn apart.” | NORTH(D003L3)  EAST(D002L3) | SCALPEL(ITEM004) | MON005 | NONE |
| L3003 | “Upon entering the room a puzzle dialog will pop up, the player will have to solve it to continue. This room was the operating room for the plastic surgeon, there is an operating table in the middle of the room covered in blood, human skin, and body fluids, and there is a small desk with patient files and pictures, scalpels, several jars of lips, A Joan Rivers shrine, and other instruments for surgery.” | SOUTH(D003L3)  EAST(D004L3) | NONE | NONE | PUZ0055 |
| L3004 | “The lights are flickering on and off irregularly, there is a human brain in the middle of the room and all around the brain are blood, bent scalpels, a broken drill, and bloody hand prints. The room looks like remnants of a waiting room, the chairs are stacked to the ceiling, and the small check-in desk is broken in half. In between the broken desk fragments the player can find a healing item.” | SOUTH(D001L3)  WEST(D004L3)  EAST(D005L3) | HEAL(HP001) | NONE | NONE |
| L3005 | “Upon entering the player is attacked by a Brain Surgeon Zombie. The brain surgeon zombie will drop a bone saw and a bloody note. This area is the surgeon's operating room, there is a broken operating table leaning against the wall. The floor is sticky and covered in. The smell is unbearable. The door to the east has a strange bloody insignia on it reminiscent of a skull.” | WEST(D005L3)  EAST(D006L3) | BONESAW(ITEM005)  NOTE(CLUE001) | MON006 | NONE |
| L3006 | “This room is mostly dark with a dimly lit small lamp in the far right of the room. The floor is still sticky. Once your eyes adjust you can make out the shapes of old filing cabinets, extra medical supplies, bandages, strewn pills, more jars with unidentifiable human parts, and more blood than you have seen anywhere else in the hospital. There is a health item the player can pick up when looking at the pills.” | NORTH(D007L3(  WEST(D006L3) | HEAL(HP001) | NONE | NONE |
| L3007 | “Upon entering the room a puzzle dialog will pop up, the player will have to solve it to continue. The room is very dark, you step in some liquid feel around with your foot and notice a narrow trail leading to the west.” | WEST(D008L3)  SOUTH(D007L3) | NONE | NONE | PUZ006 |
| L3008 | “When entering the overwhelming smell of flesh and blood makes you wretch, this room looks like the burn unit. There are bloody rags and bandages covering the floors and corpses lie still on stretchers. The amount of light in this room in contrast with the previous rooms makes your eyes constrict painfully.” | WEST(D009L3)  EAST(D008L3) | NONE | NONE | NONE |
| L3009 | “Upon entering the room a puzzle dialog will pop up; the player will have to solve it to continue. The note from the Brain Surgeon Zombie is the solution to this puzzle, this room has a few chairs against the north wall and a large counter that stretches across the south wall, and it looks like a room for blood work and other medical samples. On the counter are glass and plastic vials, stands, cotton swabs, bandages, forms, chemical tester strips, and a health item.” | WEST(D010L3)  EAST(D009L3) | HEAL(HP001) | NONE | PUZ007 |
| L3010 | “Upon entering the room you are attacked by a Surgeon General Zombie. There is a spotlight on the west wall with a broken window, there is a message written in blood on the walls, you make out: Death will consume you, light goes dark. The only way out is through.” | EAST(D010L3) | NONE | MON007 | NONE |

### **Monsters**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ID** | **Name** | **Description (HP/Chance for ACCn or Chance for ACCn+1/ATKn or ATKn+1/ENGAGE)** | **Room ID** | **Item Drop** |
| MON001 | Patient Zombie | This is a standard, classic zombie. It has fifty health points and a standard attack which has a one hundred percent chance of executing, and a fifty percent chance of hitting. Upon successful hit, it takes one health point away from the player, before armor calculation. This zombie is located in the seventh room of the first level. (50/100% for 50%/1/100%) | L1007 | NONE |
| MON002 | Janitor Zombie | This is the next tier zombie. It has sixty health points. It has a seventy five percent chance of executing a mop-handle attack, which has a fifty percent chance of hitting. Upon successful hit, it takes two health points away from the player, before armor calculation. If the mop handle attack is not executed, the zombie performs the standard zombie attack, as outlined in the Patient Zombie. This zombie is located in the tenth room of the first level. (60/65% for 50% or 35% for 50%/ 2 or 1/100%) | L1010 | ITEM001 |
| MON003 | Nurse Zombie | This is the next tier zombie. It has seventy health points. It has a seventy five percent chance of executing a syringe attack, which has a fifty percent chance of hitting. Upon successful hit, it takes five health points away from the player, before armor calculation. If the syringe attack is not executed, the zombie will perform the standard zombie attack, as outlined in the Patient Zombie. In addition, when this zombie reaches less than twenty percent health, it performs an adrenaline-injection buff, which doubles the damage of any attacks executed. If the syringe attack is not executed, the zombie performs the standard zombie attack, as outlined in the Patient Zombie. This zombie will appear in the second room of the second level. (70/75% for 50% or 25% for 50%/5 or 1, when HP <= 14, 10 or 2/100%) | L2002 | ITEM002 |
| MON004 | Doctor Zombie | This is the next tier zombie. It has eighty health points. It has a sixty percent chance of executing a cold-stethoscope attack, which has a twenty percent chance of hitting. Upon successful hit, it slows the player’s movement, allowing them to attack only once every two turns for the remainder of the encounter and the zombie will have a zero percent chance of performing this attack again. If the cold-stethoscope attack is not executed, the zombie performs the standard zombie attack, as outlined in the Patient Zombie. This zombie is located in the tenth room of the second level. (80/60% for 20%, if hit 0% for 20%, or 40% for 50%/SLOWED or 1/100%) | L2010 | ITEM003 |
| MON005 | Plastic Surgeon Zombie | This is the next tier zombie. It has ninety health points. It has a fifty percent chance of executing a skin graft buff, which lowers the damage taken by the zombie by fifty percent for the next two turns. If the zombie is currently buffed, it has a zero percent chance of executing the skin graft buff. If the skin graft attack is not executed, the zombie performs the standard zombie attack, as outlined in the Patient Zombie. This zombie is located in the second room of the third level. (90/50% for SGB, if hit 0% for SGB, or 50% for 50%/0 or 1/100%) | L3002 | ITEM004 |
| MON006 | Brain Surgeon Zombie | This is the next tier zombie. It has ninety five health points. It has a ten percent chance of executing a brain-removal attack, which has a one hundred percent chance of hitting. Upon successful hit, the player is incapacitated for three combat turns. If the player is current incapacitated, the brain-removal attack has a zero percent chance of being executed. If the brain-removal attack is not executed, the zombie performs the standard zombie attack, as outlined in the Patient Zombie. This zombie is located in the fifth room of the third level. (90/10% for BRA, if hit 0% for BRA, or 90% for 50%/0 or 1/100%) | L3005 | ITEM005 |
| MON007 | Surgeon General Zombie | This is the final tier zombie. It has one hundred health points. It has a five percent chance of executing an insurance not accepted attack, which instantly kills the player. The only way of preventing this instant death is if the player is wearing the Obamacare Armor, as outlined in the items section. If the insurance not accepted attack is not executed, the zombie performs a second-hand smoke attack which does five damage. This zombie is located in the tenth room of the third level. (100/5% for INA or 95% for 100%/INA or 5/100%) | L3010 | NONE |
| MON008 | Secretary Zombie | This is a standard zombie. It has forty health points and a standard attack which has a one hundred percent chance of executing, and a forty percent chance of hitting. Upon successful hit, it takes five health points away from the player, before armor calculation. This zombie is located in the fifth room of the first level. (40/100% for 40%/5/100%) | L1005 | ITEM006 |

### **Puzzles**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ID** | **Description** | **Options** | **Responses** | **Notes** |
| PUZ001 | “You come across a boarded up door marked “DEAD AHEAD, DO NOT OPEN.” Through the broken glass, you can see what appears to be blood on the floor beyond.” | a. Reach hand through glass and unlock door.  b. Yell down hallway.  c. Pry off boards.  d. Continue exploring elsewhere. | a. Results in cut hand and -5 health.  b. No answer, but a low grumble erupts from deep within.  c. Puzzle solved  d. Return to previous room. | The option to pry off boards is only available if the player is holding a crowbar in their inventory. Otherwise, the message “You attempt to pry the boards off with your hands, but they are held tight. If only you had a tool to pry them open…” is displayed to the user. |
| PUZ002 | “The room ahead is pitch black, and impossible to navigate. You see what used to be a light switch, but the cover is ripped from the wall and the wires exposed. Faced with such a circumstance, there is no shame in retreating for more information. But perhaps there is something here to help…” | a. Twist the wires together to complete the circuit.  b. Use an old nail on the floor to short the wires.  c. Continue forward with no light.  d. Turn back and hope to find another way. | a. Shocked! -5 health.  b. Shocked! -5 health.  c. Trip and scrape knee, impossible to navigate! -2 health.  d. As you turn around, a quick reflection catches your eye. You look closer and see a flashlight lying on the floor. Puzzle solved. | NONE |
| PUZ003 | “As you approach the next room, you hear a grumble and a shuffle from around the corner. You retreat back, and a zombie comes around, shuffling dead-eyed down the hall towards you. You know that there are two things that zombies are sensitive towards – noise, and blunt objects to the skull.” | a. Charge the zombie!  b. Try and sneak into a nearby room.  c. Stand perfectly still and hope the zombie doesn’t see you.  d. Quietly walk back to the last room. | a. Fighting dead people is harder than it sounds, and the zombie manages to inflict a pretty nasty wound – 5 to max health, puzzle solved.  b. The door is locked, and the zombie hears you're struggling with the handle! He attacks! Fortunately, he isn’t too strong and you manage to put him back to rest with only minor scratches - 2 to health, puzzle solved.  c. You stand still and hold your breath, heart pounding as the zombie shuffles past you. Right as he passes, you knock him over the head. Puzzle solved.  d. Return to previous room. | NONE |
| PUZ004 | “You come across a room marked “Public Health Care Center.” Opening the door, it is all but barren; save for a dirty, hole-ridden HazMat suit. Upon closer investigation, the suit contains a barely legible label reading “Obamacare Issue #23-B.” The suit looks like it would only provide minimal protection, and it will surely fall to pieces if you were to ever try and remove it.” | a. Slip the suit on, perhaps it could come in handy later?  b. Drop any other armor you are carrying and pick the suit up.  c. Leave the suit behind, it looks useless.  d. This room doesn’t look like anything you want a part of. Turn back. | a. Equipped Obamacare, +1 to armor. Any armor currently wearing is dropped. Puzzle solved.  b. Obamacare in inventory, lose any other armor currently holding. Puzzle solved.  c. Puzzle solved.  d. Return to previous room. | The Obamacare armor is paramount to surviving the attack outlined in the Surgeon General Zombie, ID MON007. |
| PUZ005 | “As you enter the room, a blast of heat almost knocks you back and a rancid smell fills your nostrils. In the corner of the room, a fire blazes. Upon closer inspection, you realize it is a pile of dead bodies. You notice a fire safety box on the wall, and you could surely use all the karma you can get. But then again, the linoleum tile should not catch, and you imagine that the morbid bonfire will simply burn itself out. There’s no use in wasting energy in a hopeless cause…” | a. Ignore the fire, you have enough problems.  b. Go retrieve a fire extinguisher and fight the fire.  c. The smell is unbearable, turn back. | a. You creep past the fire, shuddering at the smell of burning flesh. Puzzle solved.  b. You put the fire out, and notice a fire axe next to the fire safety box! Option to pick up weapon. Puzzle Solved.  c. Return to previous room. | NONE |
| PUZ006 | “You come across a severely injured security guard. His eyes are beginning to show the unfocused gaze of the undead, and his body is riddled in bite marks. His chest rises and falls slowly, and it is clear that he is scared and on the cusps of death.” | a. Finish him off, there is no use risking him turning and coming back for you.  b. Search his body for weapons.  c. Place your fears behind you and attempt to comfort the dying man.  d. Whatever lies past him, you want none of it. Turn away. | a. You raise your weapon and bring it down on his head. His shoulders slump. You continue on your way. Puzzle solved.  b. You approach the man to search him for weapons. As you get close, his eyes widen in fear and confusion. He pulls his gun and attempts to shoot you. The bullets whiz past you, one of them making partial contact with your abdomen. Exhausted, the security guard lets loose his final breath. After searching him, you find that he used his last bullets attempting to shoot you. You carry on. Puzzle solved.  c. You slowly approach, kneeling next to the man. You have no words, but the gesture speaks volumes. The man’s eyes swell with tears. Slowly, he removes his gun and places it in your hand. He tries to mutter something, but cannot find the energy. His eyes slowly close, but at least there is peace on his face. – Receive gun. Puzzle solved.  d. Return to previous room. | NONE |
| PUZ007 | “You come across a locked door. Next to the frame lies a dusty password keyboard. What do you do?” | a. Attempt to type in the password.  b. Search for another way. | a. Allows a single line of input from the user. If correct, the puzzle is solved. If incorrect, the user is prompted again with the puzzle.  b. Return to previous room. | The password to the door is found by a clue that is dropped after defeating a monster in the level (Level 3, Room 5 monster). The clue reads “The password is that which is so fragile, to simply speak its name would be to break it.” The answer is the word “silence”. The user will be able to type this in with any amount of white space or other words. The input is not case sensitive. |

### **User Interfaces**

*The user will be allowed to interact with various menus, including a start menu to load and begin new game files, a save menu, a navigation menu to navigate through the rooms, a menu for interacting with items, a puzzle menu to interact with puzzles, and a combat menu in order to interact with the monsters. A user will be able to attack, use items and flee from monsters in this menu.*

### Artifacts

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Name** | **Description** | **Use** |
| ITEM001 | Map Handle |  |  |
| ITEM002 | Syringe |  |  |
| ITEM003 | Stethoscope |  |  |
| ITEM004 | Scalpel |  |  |
| ITEM005 | Bonesaw |  |  |
| ITEM006 | Mixtape |  |  |
| ITEM007 | Crowbar |  |  |
| ITEM008 | Old Nail |  |  |
| ITEM009 | Flashlight |  |  |
| CLUE001 | Note |  |  |
| HP 001 | Heal |  |  |

## **Software Product Features**

### *Please see original PDF.*

## **Performance Requirements**

*The requirements in this section provide a detailed specification of the user interaction with the software and measurements placed on the system performance*

## **Design Constraints**

*Game must be developed using Java.*

## **Software System Attributes**

*The following items provide a partial list of system attributes that can serve as requirements that should be objectively verified.*

*Other possible options include scalability, portability, robustness, recoverability, etc.*

### **Reliability**

*● Load times should be kept to under 2 seconds.*

*● Inputs should receive near instantaneous responses.*

### **Availability**

*None at this time.*

### **Security**

*Save files should not be stored as a plain text document.*

### **Maintainability**

*System should take advantage of object oriented design.*

## **Logical Database Requirements**

*No Database is to be used.*

## **Other Requirements**

*Have an appropriate level of white space and readability.*