SE 3XA3: Development Plan
Mari0

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Table 1: **Revision History**

Date	Version	Notes
October 6, 2016	1.0	Created Document, rough draft of section 1
Date 2	1.1	Notes

This document describes the requirements for Mari0 The template for the Software Requirements Specification (SRS) is a subset of the Volere template (Robertson and Robertson, 2012).

1 Project Drivers

1.1 The Purpose of the Project

The purpose of this project is to recreate the game, Mari0, to allow the players to entertain themselves and alleviate their boredom. Mari0 is a combination of Super Mario Bros. and Portal, challenging a player's platforming abilities and their puzzle solving skills.

1.2 The Stakeholders

1.2.1 The Client

The client for the Mari0 project is the game publisher.

1.2.2 The Customers

The customers for this project are people interested in platforming and/or puzzle games.

1.2.3 Other Stakeholders

The other stakeholders for Mari0 are the game's developers and designers.

1.3 Mandated Constraints

The constraints as mandated by our client are as follows:

- Have each deliverable finished by the deadlines given in the course outline
- The game's physics will be handled by the Unity Game engine
- The product should be runnable on all operate systems

1.4 Naming Conventions and Terminology

Term	Definition
A.I.	Artificial Intelligence
Portals	Two connected portals that allow characters and projectiles to enter one and exit through the other, whilst mainting physial properties such as velocity and acceleration
Mario	The character that the player portrays
Goomba	Enemy character that is defeated after the player stomps on the top of its head
Lives	The amount of times the player can die before game over
Question Block	Blocks found that when hit give the player coins or power ups
Fire Flower	Type of power up, gives Mario the ability to throw fireballs
Super Mushroom	Type of power up, lets Mario take an extra hit from enemies
Koopa Troopa	Enemy character that is defeated after the player stomps on the top of its head; leaves behind a shell that can be used as a projectile

1.5 Relevant Facts and Assumptions

User characteristics should go under assumptions.

2 Functional Requirements

2.1 The Scope of the Work and the Product

2.1.1 The Context of the Work

2.1.2 Work Partitioning

2.1.3 Individual Product Use Cases

2.2 Functional Requirements

3 Non-functional Requirements

3.1 Look and Feel Requirements

3.2 Usability and Humanity Requirements

3.3 Performance Requirements

3.4 Operational and Environmental Requirements

3.5 Maintainability and Support Requirements

3.6 Security Requirements

3.7 Cultural Requirements

3.8 Legal Requirements

3.9 Health and Safety Requirements

This section is not in the original Volere template, but health and safety are issues that should be considered for every engineering project.

4 Project Issues

4.1 Open Issues

4.2 Off-the-Shelf Solutions

4.3 New Problems

4.4 Tasks

4.5 Migration to the New Product

4.6 Risks

4.7 Costs

4.8 User Documentation and Training

4.9 Waiting Room

4.10 Ideas for Solutions

References

James Robertson and Suzanne Robertson. *Volere Requirements Specification Template*. Atlantic Systems Guild Limited, 16 edition, 2012.

5 Appendix

This section has been added to the Volere template. This is where you can place additional information.

5.1 Symbolic Parameters

The definition of the requirements will likely call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.