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| Software Requirements Specification |
| The Dungeon Explorer |
|  |

10/21/2016

1. **Introduction**

This section contains an overview of the SRS. Also, this section gives an overview of the software system.

**1.1. Purpose**

The Purpose of this document is to give a detailed overview of the Dungeon Master (RPG).

It will convey information clearly and directly for the software development team.

* 1. **. Scope**

The scope of this project is to develop a complete 2D Role Playing (RPG) game. This includes creating all graphical user interfaces, Game algorithms, and graphical imagery. The game takes place in a dungeon environment, with text-based progression. The game also has random encounters with multiple enemy types, and a complete inventory system. The game will not be multiplayer or have network capabilities.

**1.3. Definitions, acronyms, and abbreviations**

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| UNITY | A game engine for software development |
| C# | A general purpose object-oriented language |
| GIMP | Photo and graphic development software |
| GUI | Graphical User Interface |
| RPG | Role Playing Game |

**1.4. References**

A *use case diagram* has been attached to section 3.1. Also attached to section 3.1 is a *use case* requirement tractability matrix.

IEEE Software Engineering Standards Committee, “IEEE Std 830-1998, IEEE Recommended Practice for Software Requirements Specifications”, October 20, 1998.

**1.5. Overview**

This document contains all information pertaining to the specifics of development of this software system. It contains the intended purpose of the game, and gives a complete detail of all the components involved. Also, the document describes the technologies that intend to be used in the development process.

1. **General Description**
   1. **Product Perspective**

The software being developed is a 2D role playing game that is based in a dungeon environment. The software will work on Windows, Mac, and Linux machines. The minimum memory requirement is 512 Mb. The minimum CPU requirement is AMD Athlon, or an Intel i3 processor. The system must also have at least 500mb of hard drive space for installation.

**2.2 Product Functions**

This game will let the user pick their desired player race and class. The user will have the ability to choose between four different player and race classes. The user will then have the ability to start a new game, or continue a saved game. The user can navigate through the game using a keyboard and interact with GUI components with their mouse. The user will be able to select though a list of inventory items at their discretion. Also, random enemy encounters will occur through the game where the user can select to attack their opponents with a random chance of doing damage.

**2.3 User Characteristics**

There is only one intended user of the software system. This user’s purpose is only to play the game.

**2.4. Constrains**

The constraints of this software systems access to a keyboard and mouse, and minimum system requirements. These requirements include CPU, memory, and storage space. (See section 2.1)

**2.5. Assumptions and dependencies**

The assumption about this product is that it’s intended to only be used by a PC. If the PC does not meet the necessary system requirements, the software will perform poorly.