
DARK NIGHT

Project Description

Submitted to:

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In partial fulfillment of Academic Requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2016-2017

Unique Reference:

The documents are stored in <https://github.com/pogirae/CS191-ACT-Repository/tree/master/01-Project%20Documents>.

Document Purpose:

To give general information about the project being done.

Target Audience:

Developers, professors, and anyone who wants to improve the project.

Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
09/07/16	Jahziel Rae Arceo	1.0	Initial document and context diagram.

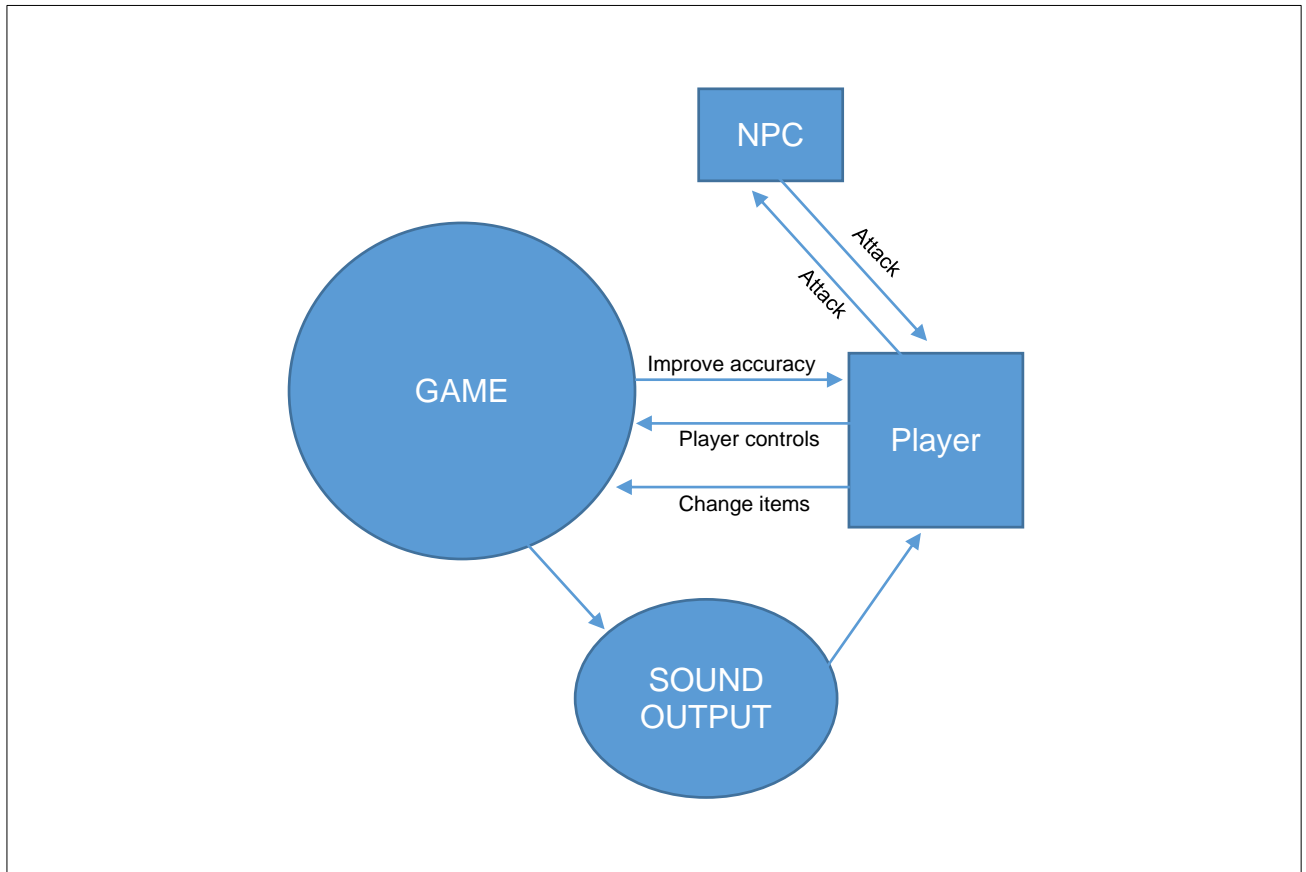


Figure 1.1. Context Diagram

Project Title: Dark Night

Description: This is a game running under Python code. It does not necessarily use video rendering for the game to be playable. The game can be played by using a headphone. Such paradigm will be useful for people who are blind, and also to people who are not.

Context Diagram:

Entities:
Player, NPC

Major Inputs:
Player controls (W, A, S, D, arrow buttons)

Major Outputs:
Game movements, stereo sound output

Major Functionalities:
Move, attack, change items, improve accuracy