***Moonbase - High Level Requirements***

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**Overview:**

Moonbase will be a side-scrolling platformer-style narrative adventure game. The core gameplay will involve controlling a character capable of basic movement and navigating through a space station to find your way back to Earth. The game can be played either alone, or with another player.

**Section 1: Title Screen, Log In, Registration**

Upon loading the game, players should be shown a title screen with game art and be given the option to log in, register, or continue as a guest. Choosing to register will allow them to choose a unique username and provide a password for logging in in the future. After registration, the player should be redirected to the log in screen. Choosing to log in will allow the player to enter their username and password. These particulars will be checked against the database and the player will be allowed to log in only if a match is found. After logging in, the player will have the option to play either a one or two player game.

**Section 2: Agents**

**2a: Player Character (PC)**

The PC should be able to move left and right, as well as be able to perform two layers of jump (short jump and long jump).

**2a: Non- Player Characters (NPCs)**

The NPCs should be located throughout the world and display a block of text when a PC interacts with them.

**Section 3: Environment**

The environment should consist of tiles that the player can walk on and background art that is purely aesthetic. Located throughout the environment should be several teleporters that should be used as both navigation tools and checkpoints. At the end point of the environment, there should be a rocket ship that takes a PC back to earth upon interaction.

**Section 4: Additional features**

**4a: GAME OVER**

GAME OVER occurs when the player beats the level. A “game over” message should be displayed along with a fun graphic of the player traveling back to earth.