

TU DELFT

REPORT

# Doodle Jump

**Group 8008**

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# Chapter 1

## Requirements

For the game Doodle Jump, four categories of multiplier requirements can be identified using the MoSCoW method.

### 1.1 Must haves

- It is possible to play with two or more people on one computer.
- Powerups and enemies are disabled when playing the game with two or more people.
- When playing with two or more players each player has its own Doodle that can be controlled independent of the other players/Doodles.
- When playing with two or more players the camera moves up automatically, independent of the any of the Doodles positions.
- When playing with two or more players the speed of the screen camera should increase over time (up until a certain limit)
- When all but one of the Doodles died, the Doodle that is still alive is the winner.

### 1.2 Should haves

- It is possible to specify the amount of players.
- The score is disabled when playing with two or more players.
- When a Doodle is outside the screen, there is to be an arrow at the top of the screen indicating the X position of that Doodle.

### 1.3 Could haves

- It is possible to play with two or more people over an LAN connection.

### 1.4 Won't Haves

- It is possible to play with two or more people over an internet connection.
- Powerups that are designed specifically for multiplayer.

### 1.5 Organizational Requirements

- A first working version of the game modes should be implemented by 14th of October.