TU Delft

Report

Doodle Jump

Group 8008

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Chapter 1

Requirements

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

1.1 Must Haves

- When the game has started you can select a different game mode.
- When the game has started you can select a game mode in the choose game mode screen.
- The player must be able to choose at least 1 game mode besides the default.
- The individual game modes must exert a behavior that is different from the default.
- The individual game modes must be recognizable when selected.
- The sprites of the game must change to support the game mode.
- One of the game modes must be in a default setting.
- The default setting must have regular gravity.
- The default setting must have a normal acceleration due to key input.
- The default mode must have default sprites.
- The game must start in the default mode.
- The game must start with the default sprites.

1.2 Should Haves

- The different behavior of the Doodle in the different modes should be defined with a behavior pattern.
- One of the game modes should be in a space setting.
- The space setting should have lowered gravity.
- The space setting should have a greater acceleration due to key input.
- The space mode should have space sprites.
- The menu should change to be visibly in space mode when it is selected.
- One of the game modes should be in a underwater setting.
- The underwater setting should have lowered gravity.
- The underwater setting should have a decreased acceleration due to key input.

- The underwater setting should slow down the player when there is no key input.

- The underwater mode should have underwater sprites.

- The menu should change to be visibly in underwater mode when it is selected.

- The sprites of the different modes should be cached upon selection of a new mode.

1.3   Could Haves

- One of the game modes could be in a darkness setting.

- The darkness mode could have darkness sprites.

- The darkness mode could contain platform that only turn visible when jumped upon.

- The menu could change to be visibly in darkness mode when it is selected.

- One of the game modes could be in a inverted setting.

- In inverted mode there could be regular and inverted platforms.

- The doodle could start in "regular" state.

- When a button is pressed the doodle could flip between "regular" and "inverted" states.

- Platforms could only be jumped on when the doodle is in the same state.

- The inverted mode could have sprites to show that we are in the inverted mode.

- The menu could change to be visibly in inverted mode when it is selected.

- One of the game modes could be a story mode/tutorial.

- The story mode could have story sprites.

- The story mode could have sprites to show that we are in the story mode.

- The menu could change to be visibly in story mode when it is selected.

- The story mode could feature a story to tell the background of Doodle.

- The story mode could have a princess that needs to be saved.

- The story mode could contain flavor text.

1.4   Wont Haves

- The game won't have a pinball mode.

- The game won't have modes that are deemed unplayable

- The game won't have a 3d mode.

- The game won't have a frogger mode.

- The game won't have no sprites to display.

- The game modes won't leave the doodle without controls.

- The game sprites won't be created to offend any faith, race or group.

1.5   Organizational Requirements

- A first working version of the game modes should be implemented by 30th of September