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.

- 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)

1.2 Should haves

- Functionality to specify the amount of players.

- The score bar is disable when playing with two or more players, while pausing the game is still possible.

- When a Doodle is outside the screen, there should be an arrow at the top of the screen indicating the X position of the Doodle.

1.3 Could haves

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

1.4 Wont Haves

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

- IPowerups 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.