### Introduction

#### ***Title***

Realm Jumper

#### ***Client Name***

Not known yet but maybe Sean Ewing, manager Gamestop, former student, and fellow gamer.

#### ***Project Team Members***

Leland Sanders, Tyler Powell

#### ***Purpose***

Create a game that will be driven by the following storyline incorporating the introduction:

Our main hero, Frank Fallen, finds himself following a beautiful woman who has caught his eye. He doesn’t know why this woman has caught his attention more than any other but he just isn’t able to control himself. He is drawn toward her and becomes even unaware of his own surroundings to the point that he is walking in front of cars as he crosses the street. Luckily for Frank no one wants to hit a pedestrian and get sued so they all stop for him. Not without making sure to honk at him and use some very undesirable language.

The mystery woman notices Frank following but doesn’t seemed alarmed in the slightest. Frank follows her into a store. He makes his way to the back of the store past all the clothes, household items, and other stuff that one would expect to find in any normal department store. He doesn’t realize that even though it is only a few days before Christmas when shopping should be in full swing that there is not a single other person besides the two of them in the store.

Frank loses sight of her as she heads into a back room of the store. He walks through blindly and is shocked to see the mystery woman looking at him as though she is expecting him.

“Hello”, she says.

“Um, hi”.

“We don’t have much time. I need you to come with me.”

“Okay, no problem”, replies Frank with a smile on his face.

“I do have to warn you that there is no guarantee that you will ever be able to come back to this place again though.”

“That is okay I don’t really like shopping that much anyways.”

“No, I mean to this world”, she says with sympathy showing in her eyes. “There is no time to explain but you must come with me.”

Frank exclaims “damn I should have known there would be something. You just seemed so perfect for some reason.”

“Yes of course you are going to think I am crazy.” As she opens the back door she says, “take a look at this”.

Behind the open door there is not anything that Frank recognizes as normal behind an open door. It looks like something out of a sci-fi movie. It is like looking at a huge painting of different worlds with creatures, plants, and who knows what else constantly moving and changing.

With disbelief Frank says “that is a nice trick, you must be a computer programmer to come up with something like that. Give me one good reason I should follow you anywhere let alone into a screensaver.”

“Your parents sent me to get you, they are in trouble and you are the only one that can save them but we have to go now” she exclaims urgently.

Frank is in shock. How could his parents be asking for his help. They died when he was a small boy. In fact he doesn’t even remember them at all and spent his life being raised in foster homes and orphanages. He looks into the mysterious woman’s eyes and sees something that makes him believe that she is incapable of lying. Without knowing why or even realizing that he is doing it he takes her hand and follows her through the door.

When he wakes up Frank realizes that he is laying on the ground next to the mysterious woman and as he looks around he can’t believe his eyes as he sees...

#### ***References***

### Vision and Scope

#### ***Business Objectives and success criteria***

* This is a game that will bring joy to people of all ages.
* There are a plethora of games in the world but this will be telling a story and who doesn’t love a good story.
* Risks might include game not functioning as well as we might like. Story not able to drive the game also.

#### ***Context diagram***

User class is only going to be person playing the game since it will be a one player game. It is going to be self contained with no need for a database or anything outside of the game environment.

#### ***List of features***

Player will be able to move up, down, left, right, jump, attack, use item from a menu. Player will be able to move around in an environment that will change due to events that happen.

#### ***Design and implementation constraints***

libGDX for release on many platforms

Eclipse to write the program in java

Game engine(?) - will research the possibilities and options

#### ***Release plan***

Release 1 will have the introduction/training level complete.

Release 2 will have the first realm that will be warped to after the intro/training section.

#### ***Reviewed***

Leland Sanders 12/06/2013

Tyler Powell 12/06/2013