

# **Functional Requirements**

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November 1st, 2024

## **1. Introduction**

This document will focus on the requirements for the game 'Neon Requiem'. It will be constantly updated as the production of the game continues and requirements change. It will cover the functional requirements of the game, such as player interfaces and level ideas. It will also include non-functional requirements, such as proper feedback for player actions and a stylized user interface.

## **2. Functional Requirements**

### **2.1. Player Controllers**

The game must be able to be controlled with both mouse and keyboard and controller, with an emphasis on controller gameplay; this is due to the fact that a controller is easier to use than mouse and keyboard for this type of game and we want everyone to be able to grasp the game quickly at our Capstone Presentation.

### **2.2. Local Multiplayer**

The game must be able to be played locally by connecting an additional controller to the computer. This will make the game effectively split the screen in two (or one if the players are close enough) and allow the second controller to control a separate character.

### **2.3. Procedurally Generated Levels**

The goal is here to procedurally generate rooms and hallways that link to each other until the player finds a door/object that allows them to move on to the next floor/level.

### **2.4. A Single Beatable Area**

The idea here is that the player would go through a bunch of different rooms/floors until they reach the last floor of the area, where they would engage with a boss monster. This would mark the end of the demo. If the game were to continue, they could go into another area with a different boss (but that's out of scope for this particular project).

### **2.5. One Fully Developed Playable Character**

There must be a fully developed playable character that can perform the following actions:

- Dodge
- Use Abilities

- Shoot
- Melee Attack

For the purposes of this project, we are aiming to have one fully developed character and maybe add another if there's enough time.

## **2.6. A Tutorial Level**

We are planning on having a Tutorial Level to teach the player the basics of the game for those who are unaware of how to play these types of games. Ideally, this level might just transition immediately into the player's first run of the aforementioned area.

## **3. Non-Functional Requirements**

### **3.1. Cyberpunk Aesthetic**

The game must utilize a form of the Cyberpunk aesthetic. This includes but is not limited to:

- Futuristic Looks
- Robots
- Neon Colors
- Lasers

### **3.2. Proper Feedback in Response to Player Actions**

This requirement is talking about having proper sound or visual effects in response to player actions. For example, getting hit might shake the camera a little or dodging perfectly will play a sound effect.

### **3.3. Stylized UI**

The game will need to have a UI that matches with the Cyberpunk aesthetic, but also with the rest of the game's visuals.

### **3.4. A Small Amount of Story**

The game's main focus will not be story, but there must be at least some semblance of why the player character is there and what his motives are. This will most likely end up being a small intro cutscene during the beginning/tutorial section.

## **4. Definitions and Acronyms**

### **4.1. Level**

A level is a series of rooms that the player will traverse and fight enemies before finding an object to take him to the next level.

### **4.2. Area**


An area is a series of levels that eventually culminate into a boss fight at the end.

### **4.3. User Interface (UI)**

The User Interface refers to information the player will see in real-time. This includes Health, Skills, Map, and Timers. It may also be extended to the main menu.

## **5. Game Design Document**

Below you'll find a link to the Game Design Document we've been creating alongside this document. It gives a lot more information about the specifics of the game but functions more as a brainstorming document so not all of it is necessarily in the game or will be added.

 [Capstone Design Doc](#)