Team: Alpha-Bravo

Members: Anthony Martinez (Team Leader), Dustin Chhum, Howard Cho, Luis Rodriguez

Hello Alpha-Bravo Studios,

My name is Chris Delta and I am the head of the Research & Development branch at SNK Playmore, a large-scale publisher company that helps fund, produce, and create stunning artistic visions that become translated into video-games for the new generation. We are looking to screen an idea for the next big-hit videogame. Our branch believes developing a game in the same vein as Metal Slug and Super Mario Brothers will bring our company more success and also bolster our already existing fanbase. We would like this to be a web-based game that can run on any web browser as to maximize our target audience and to reach as many players as possible. To support the launch of the game, we would like to deploy a marketing campaign that will target communities from Facebook, Reddit, and Gamers.com. A platformer game should be a great start towards gaining new customers.The game should also allow the users to save their profile and share their profile with one another when the game launches. The community should have easy access to their data whether they want to start a new game or to continue their data. Lastly, the game should have high replay-value as to keep new and existing customers coming back.

Here is the breakdown:

**Business Requirements**

1. Users of the Software: Our target audience will be coming from Facebook and other social services. A platformer game should be a great start towards attracting new users and increasing our value to our existing customers.
2. Repeat Use: To keep our community intrigued and active, we would like customization options that will allow our users to come back and modify items. Items such as

A. Save Game Profile: A profile with basic information of the user

B. Character Options: Basic options set for the characters in the game

C. Share Options: The ability to share something with their friends on Facebook

1. Ease of Use: Our community should have easy access to any of their data. It should be easy for any new or existing member to get started or continuing with their game or data.
2. Project Scope: The scope of the project should be large enough game to keep the user entertained for more than 10 minutes. Users should be challenged and entertained.

**SOFTWARE REQUIREMENTS**

1. Single Player Platformer: Then genre of the game developed should be a platformer in the tradition of such games as Metal Slug and Super Mario Brothers. Modern variations may be added to improve the quality of the product.
   1. Main Character: The main protagonist should have special abilities that will make our game interesting and fun. Our expectation is that the character will be able to equip a variety of tools/weapons to allow customization during the progression of the game. For example, the character will be able to equip different armor, weapons, special abilities, or costumes.
   2. Obstacles: There should be sufficient moving and stationary obstacles to keep our customers interested.
   3. Enemies: There should be a variety of enemies with different abilities.
2. UI: The user interface should allow user to navigate the game
   1. Log-in
   2. New game options
   3. Top scores
3. In Game Data: Game data should be displayed to let the player know their score, level, lives and other game details.
   1. Player score
   2. Life meter
   3. Current level
4. In Game Menu: An in game menu should allow users to perform basics task such as pause, quit, or start a new game.

**HARDWARE REQUIREMENTS**

1. Devices: The users of our game will be using personal computers such as Apple iMacs and Windows based personal computers. Their personal computers should be equipped with a graphics processing unit (GPU) that is capable of running our game. So we need the game to be compatible with all modern browsers, as stated above in the Software Requirements.
2. Data Storage: Since we are allowing our users to create accounts to keep track game data we would also some sort of data storage so we can have game data persistence.
3. Web Server: We are going to deploy our game onto modern browsers. So we will need some sort of Web Server up and running so we can store, process and deliver our game to our users.

**SUPPORT**

1. Updates: We would like game updates in the future, well after its release. Game updates may include additional levels, extra characters, enemy characters, and bigger bosses would greatly expand the scope of the game and add longevity to its life cycle.

Our expectation is that this project will be ready within one year. We believe that should be enough time for your company to complete the requirements above. Lastly, we are sure that future meetings will give you any missing details not covered here.

Thank you,

Chris,

SNK Playmore