**2D-Platformer**

**Software Requirements Specification**

**Version <1.2>**

**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 060818 | 1.0 | General Information Changes | Jan Sykora |
| 090818 | 1.1 | Requirements (General, Pre-Game) | Jan Sykora |
| 100818 | 1.2 | Requirements (In-Game) | Jan Sykora |
| 060918 | 1.3 | Conducted a new Use Case Study and Rewrote the whole Doc. | Jan Sykora |

**Table of Contents**

[1. Introduction 4](#_Toc527722909)

[1.1 Scope 4](#_Toc527722910)

[1.2 Definitions, Acronyms and Abbreviations 4](#_Toc527722911)

[1.3 References 4](#_Toc527722912)

[2. Overall Description 4](#_Toc527722913)

[2.1 Use-Case Model Survey 4](#_Toc527722914)

[3. Specific Requirements 5](#_Toc527722915)

[3.1 Use-Case Reports 5](#_Toc527722916)

[3.1.1 Playing 5](#_Toc527722917)

[3.1.2 Manage Music Library 8](#_Toc527722918)

[3.1.3 Manage Options 9](#_Toc527722919)

[3.2 Supplementary Requirements 10](#_Toc527722920)

[3.2.1 Functionality 10](#_Toc527722921)

[3.2.2 Reliability 10](#_Toc527722922)

**Software Requirements Specification**

1. Introduction

The SRS describes the overall behavior and functionalities of the *2D Platformer Game*. It also describes nonfunctional requirements, design constraints, and other factors necessary to provide a complete and comprehensive description of the requirements for the software.

* 1. Scope

This SRS addresses all use cases and supplementary requirements of the *2D Platformer Game*.

* 1. Definitions, Acronyms and Abbreviations

See the Glossary.

* 1. References

Applicable references are:

[1] Vision

[2] Glossary

1. Overall Description
   1. Use-Case Model Survey



1. Specific Requirements
   1. Use-Case Reports
      1. Playing
         1. Playing Description

The Use Case „Playing” sums up all in game-mechanics which are given in the runtime of a level.

Playing starts with playing the campaign and when finished unlocks the game mode “Challenge Mode” (For more Details see “Challenge Mode Description”)

Playing ends when the level is completed, or the player preemptively exits the game.

* + - 1. Playing

The Use Case “Playing” allows the player to Fight (For more Details see “Fight Description”),

Move (For more Details see “Challenge Mode Description”) and interact with the environment (For more Details see “Challenge Mode Description”).  
Furthermore, playing is combination of those three Use Cases which happen in no particular order nor number.

* + - * 1. Fight Description

The Use Case “Fight” describes the whole fight sequence that is performed when interacting with an NPC.

The fight ends when the enemy is dead or out of reach.

The “Fight” Use Case has a special version where it’s the, final, fight of a Level called a “Boss fight”.

Fight activity diagram

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Boss fight activity diagram

###### 

* + - * 1. Movement Description

The Use Case “Movement” describes the ongoing possibility of performing a movement.

The Player can Walk and Jump continuously.

* + - * 1. Interacting with the environment Description

The Use Case “Interacting with the environment” sums up all the possible interactions you can do.   
  
The player can pick up things.

The player can activate objects.

The player can drag or push objects.

Interacting with the environment activity diagram



* + - * 1. Pausing the Game

While playing the game the player can pause the game by pressing the “ESC”-Button

The game can be unpaused by either pressing a “Resume”-Button or pressing the “ESC”-Button again.

* + 1. Manage Music Library
       1. Manage music library Description

The Use Case “Manage music library” lets the player add, delete or favorize songs in his library.

The music library is local.

The Use Case ends when the player finished his management.

* + - 1. Manage music library activity diagram

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* + 1. Manage Options
       1. Manage options descriptions

The Use Case “Mange Options” lets the player change the given Options of the game.

The Player can change the options as often as he wants in the Use Case.

The Use Case ends when all settings as the player desires.

* + - 1. Manage options activity diagram

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* 1. Supplementary Requirements
     1. Functionality

This section lists functionalities that are common to more than one use case.

* + - 1. Menu Highlight

There shall be highlighting effects for any click or pickable object or button in the game.

* + 1. Reliability

The game shall be available at 100% of the time.