Game Development

Project :SWE 150

Error

User Requirement:

In this game a soldier can run, jump and shoot enemies. He have also shield for sometimes. The enemies come from some exact position and follow path when they come near of the soldier , they change their shape and follow soldier. A ship throw stone and coin. The stone move as real and coin turn into shield. Soldier have to shoot them and increase score and save him from enemy to keep hp up.

System Requirement:

\*Functional Requirements:

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| 1.User input for the soldier movements . |
| 2.Load the images and texture to display. |
| 3.Load the bullet and move the bullet on user input. |
| 4.Maintain time to placing enemies on both side of hero soldier. |
| 5.Game menu,game win, game over etc. loop should be maintained. |
| 6.Game platform (Operating system-“Windows ”).  Used language are c++,sfml; |

\*Non-funtional Requirements:

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| 1.The game should be playable for the age above 19 year old and should hard to play. |
| 2. Use a small memory to run the game. |
| 3.Movement of soldier and enemies should be smooth.  Stone movement should be look like real. |
| 4.Graphical view of score, soldier position ,hp, highscore hp level and other information should be user friendly. |
| 5.The game’s Performance,capacity,reliability . |