Requirements and Analysis Document for Prjkté

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This version overrides all previous versions.

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1   Introduction

1.1   Purpose of application

This Projekt intends to create a fighting game which is a mix between Capcom's *'Street fighter'* and Nintendo's *'Super Smash Bros'*. The game will include sevral selectable maps and characters from which the player can choose from.

1.2   General characteristics of application

The application will be an offline multiplayer created for desktop (OSX, Windows and Linux)
The application will have two player-controlled characters whom can move within an arena. Their role is to use and combine different attacks to inflict damage onto one another. When one of the characters is out of HP they will lose and the game ends.

1.3   Scope of application

The application is multiplayer only, thus will not support a singleplayer mode. The users will not be able to save an ongoing game and no stats or similar will be saved.

1.4   Objectives and success criteria of the project

§1. Working multiplayer where one player is able to defeat the other.

§2. Ability to easily add new maps and Characters (for the developer)

1.5   Definitions, acronyms and abbreviations

- HP: Health Points, the amount of health left for a player.

- Stage: an area where a fight takes place, the Arena.

- ...

2   Requirements

In this section we specify all requirements

2.1   Functional requirements

The player should be able to:

§**1**. Selcet a character

§**2**. Select a map

§**3**. Move around

§**4**. Use attacks

§**5**. Take damage

§**6**. Get eliminated

2.2   Non-functional requirements

Possible NA (not applicable).

2.2.1   Usability

2.2.2   Reliability

2.2.3   Performance

2.2.4   Supportability

2.2.5   Implementation

2.2.6   Packaging and installation

2.2.7   Legal

2.3   Application models

2.3.1   Use case model

See Appendix for UML diagram and textual descriptions.

2.3.2   Use cases priority

High priority:

- Start application

- Fight

- Die

- Move

- End game

- Attack

- Take damage

Normal priority:

- Select character

- Fall off

Low priority

- Select map

- Special attack

- Knockback

- Open menu

- Close menu

- Change settings

- Pickup item

- Use item

- Drop item.

2.3.3   Domain model

See appendix.

2.3.4   User interface

Text to motivate a picture.

3   References

- Super Smash Bros game: https://en.wikipedia.org/wiki/Super_Smash_Bros

- Street Fighter game: https://en.wikipedia.org/wiki/Street_Fighter

Appendix

GUI

Domain model

Use case texts