Requirements

1. **Functional Requirements**

**Play Game**

In this game, player controls a character whose name is Dave. Main misson of Dave is to take chalice in order to pass next level. Furthermore, Dave collects point while taking dimonds and coins. There are some weapons in the game Dave use these weapens to kill enemies. He should take heart to increase heatlh point. He use jetpack to increase his speed.

**Sound**

In the game, player can turn on or off the sound of the game in the pause menu.

**Help**

In this part, player can learn anything related to how to play game. For example, there will be story of the game, there also be key’s information of usage.

**Pause**

In the play screen there will be a pause button on the right up button, which lead to pass pause screen. In this section, game is paused and there will be resume and exit button.

**High Score**

This section shows the highest score, which is collected by player. The highest score will be kept in a text document.

**Credits**

Coin is 50 points and Diamonds are 100 points. Total points will be shown in the play screen.

**Collision Detection**

Every object will have a collision box. Thanks to collision box, collisions can be detected easily.

**Next Level**

After Dave takes chalice , in order to pass next level he must go to next level door.

**End of The Game**

In the last level, Dave must kill the boss in order to finish the game.

**2) Non-Functional Requirements**

**Usability**

Dangerous Dave is an easy game because there are few keys to play it. Moreover, structure of the game is very basic, even small a child can understand the logic of the game.

**Supportability**

This game will be created by using java, which is appropriate for many platforms.

**Graphics**

Interfaces are simple and efficient for user and object are distinguishable. In addition to simplicity, graphics are more colorful comparing to other Dave games.

**Performance**

The game will have sufficient fps and run-time performance. Response of keyboards will be arranged in order to help players have fluent game experience.

**Extensibility**

While designing Dave, being capable of adding new features to game will be considered. Especially sections of Dave are regarded as the most critical part of the game. New parts will be added easily.

1. **Pseudo functional Requirements**

Only java will be used while designing this game. There is no need to used game engine. Furthermore, text documents will be used rather than database.